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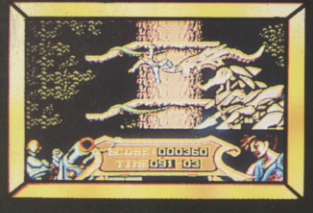

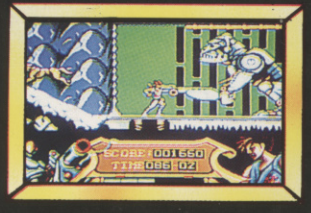

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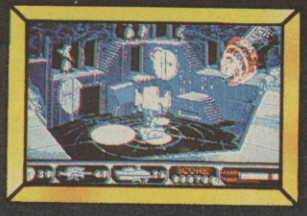

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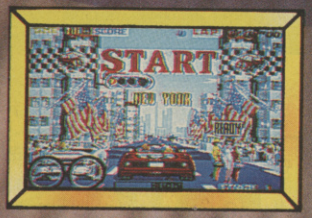

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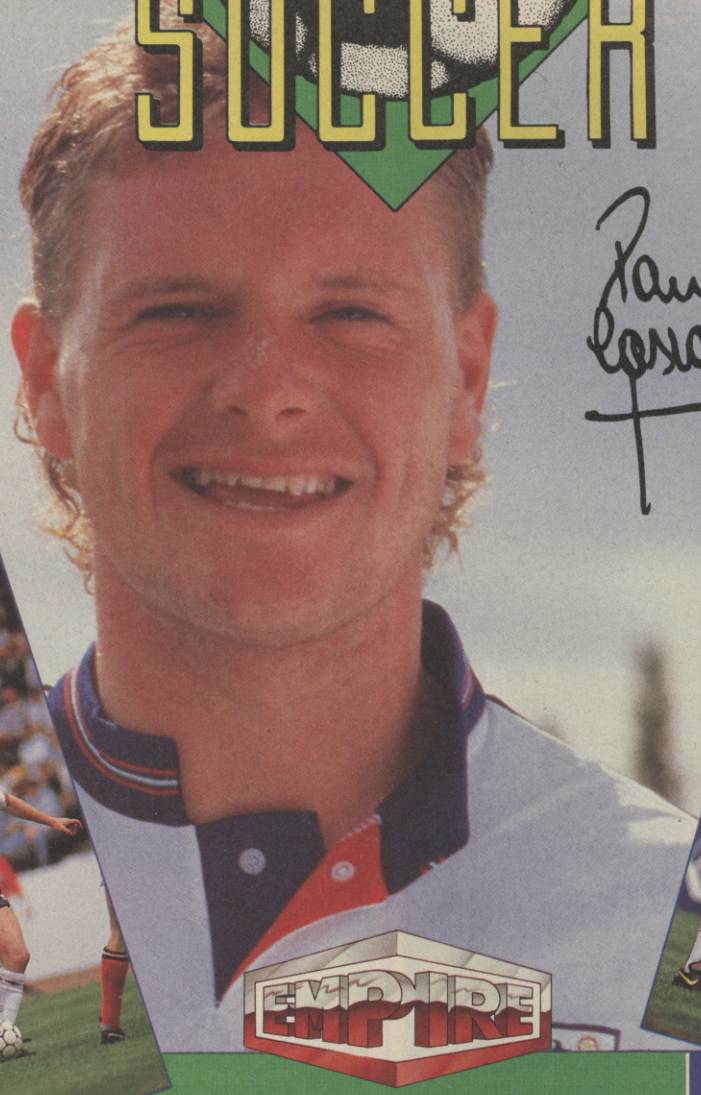
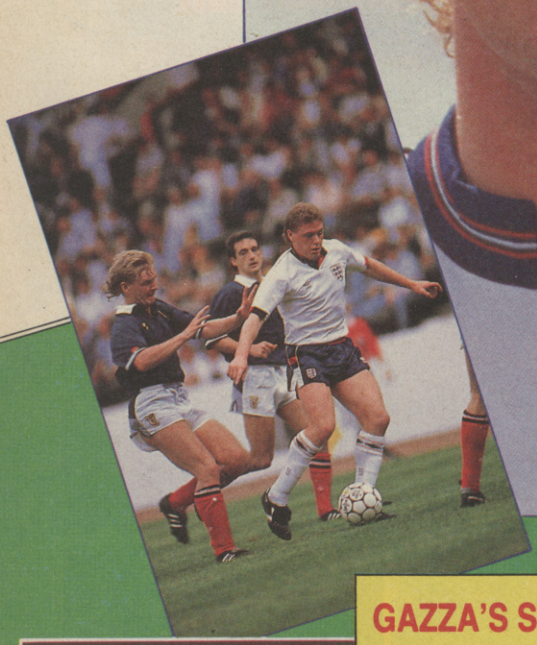
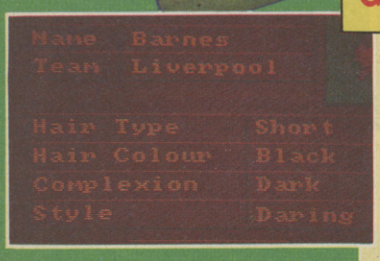




GAZZA'S SUPER SOCCER – SIMPLY SENSATIONAL



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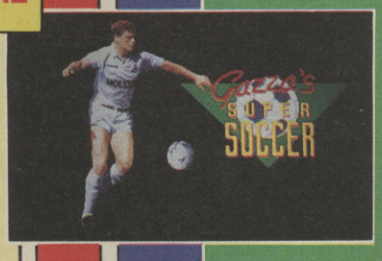

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It's the most realistic racing coin-op ever!! But what's it like on the Speccy?

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TALKING HEADS
YS at the PC Show! What did they call Matt at school? Find out here! (Well... maybe!)

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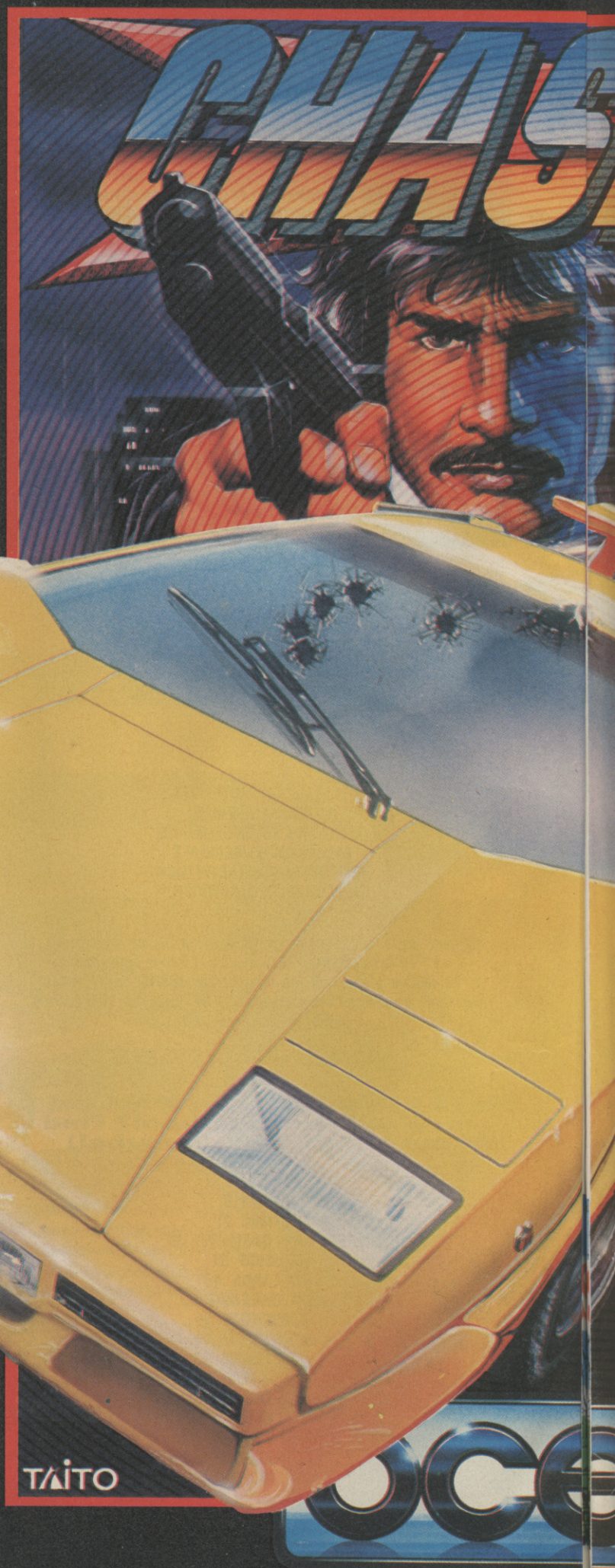

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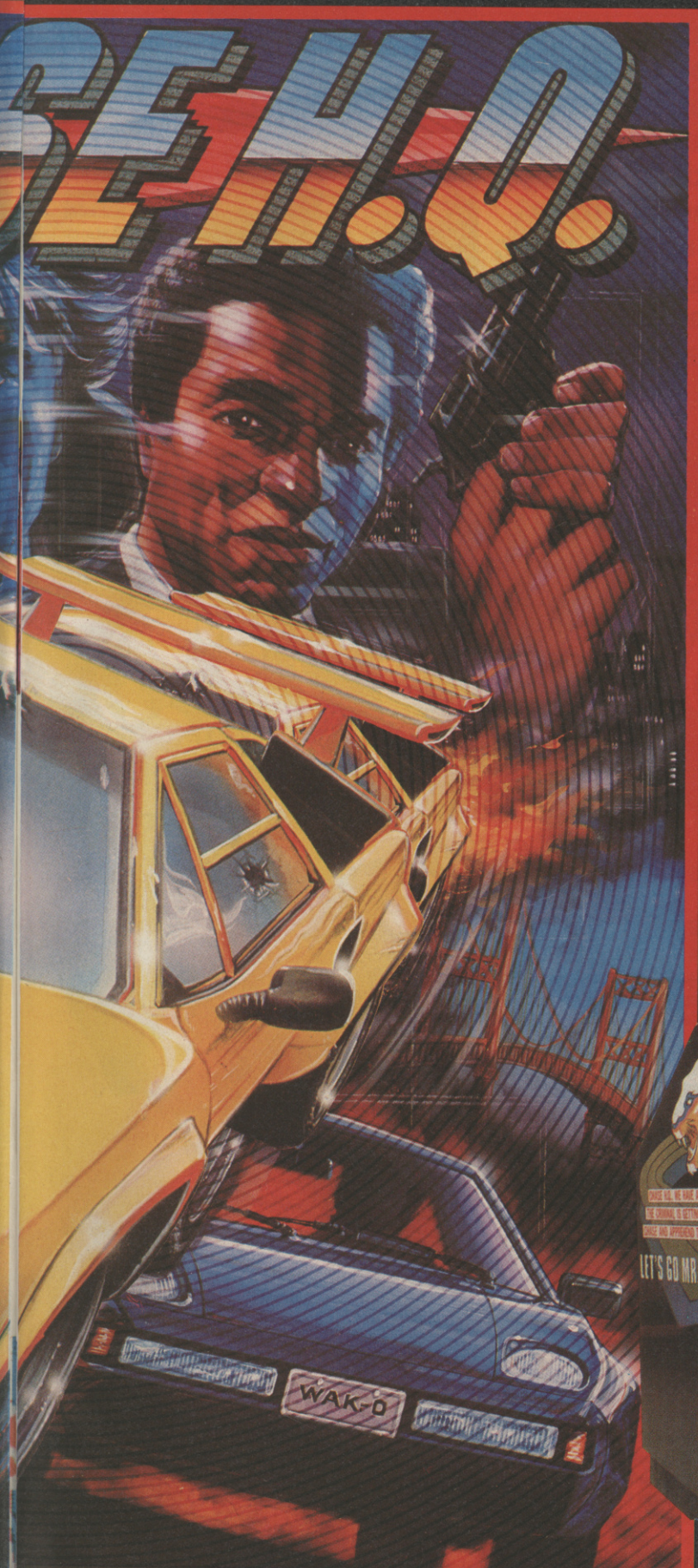

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THE *YS* STYLE GUIDE

We're all victims of fashion one way or another aren't we, readers? I mean who'd be seen dead these days in a pair of bottle green crimpleen bell bottoms, when a mere two decades ago they were all the rage?! (*Um... (embarrassed silence). Ed*) Of course, lots of magazines try to tell you what's 'in' and what's 'out', but what do *they* know, eh? So, to set them (and you) on the right track, we thought we'd get some crucial Pssst! fashion tips from our friends the Rich and Famous...

We all know *YS* is the most fashionable of computer mags, so with the latest designer Winter collections out now, what could be more apt than a fabby fashion edition of...

WHAT'S OUT!

Pssst

OUT! Filofaxes

OUT! Jason Donovan

OUT! Bandannas

OUT! John Lennon ty

OUT! *Batman* T-shirts

OUT! Rottweilers

OUT! Skiing holidays

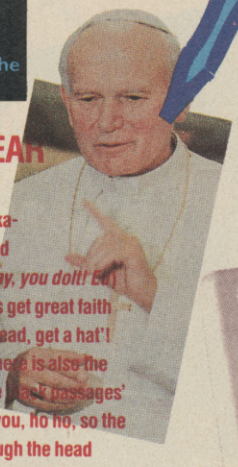
OUT! *Doobie Duck's Disco Bus*

OUT! French mineral water

IN! A4

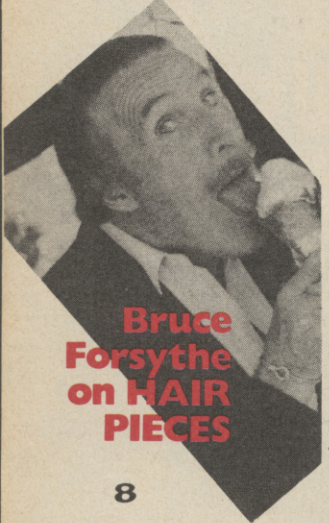
Michael Fish on SPORTS JACKETS

"Well, yes, colour coordination is something that concerns me quite a lot. If I'm faced with a lot of weather on the chart, with, let's say, predominantly horizontal isobars, then I'll be careful to select from my wardrobe an appropriately vertical-striped sports jacket. Just imagine the palaver there'd be if I donned a *horizontal*-striped sports jacket! People would confuse my chest with the chart! Ho ho!"



The Pope on HEADWEAR

"Hee hee, hello. Yes, I love *Operation Volf* on the Speccy, raka-taka-taka-taka-splat-spl... Vot? Oh, I thought you said 'hardvare'! (Op Wolf's *software anyway, you doll! Ed*) Oh! Hee hee! Well, you know, I always get great faith by that old adage 'if you vant to get ahead, get a hat'! Hohoho! Just look at me! Mind you, there is also the practical aspect to be considered! The draft passages' of the Vat do get a bit nippy, I can tell you, ho ho, so the fact that 25% of body heat is lost through the head means headwear can give me that extra inner glow! And, talking of practicalities, I'd look a bit of a prune bending down for a tarmac kissing session sporting a stetson, wouldn't I? Heehee!"



Bruce Forsythe on HAIR PIECES

"Alrightmyloves! Nice to see you, to see you...? C'mon, dollies, do your dealing! (What's that? Hair pieces? Don't know anything about them, love, don't wear one!) You bet! Don't touch the pack, we'll be right back!"

Eerrm, er, alright, Mr Forsythe, um, thanks very much!

Dodging The Crash

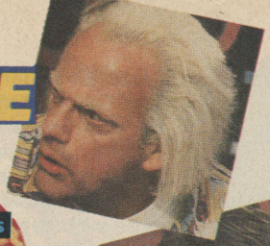
Are you being driven off your chump by programs that crash?! Well, rest easy, me hearties, because the answer could very well have arrived in the shape of the Load-It Data Recorder. It's produced by the Nottingham-based Mills Computer Products Ltd, and, boy, does it have some pretty wazzy features! Tape heads out of alignment (a common fault that prevents many tape recorder from functioning efficiently)? Well, now you don't need to poke screw drivers into your machine's innards, 'cos the Load-It's only got a blimmin' head alignment adjustment knob! It's also got a LED light system to show you the optimum loading signal. Cor! Skateboards? Thing of the past!

Spook Fashion Tip No 1

Do you get loads of those little balls of material all over your jumpers when you pull them out of the wash? You do? Well then, here's our simple *YS* 'bobble' solution. Don your pullover and tuck it in so that it's pulled taut. Then borrow a Bic razor off your Dad and very lightly shave off all the offending fluffy bits. You may get a friend to help you with this, especially when it comes to your back! And hey Presto! Your clothes will look as good as new (Sweeney Todd barber pals permitting)!

BACK TO THE FUTURE

(the movie sequel) and *Back To The Future 3* (the movie sequel's sequel) are being filmed 'back to back' in Hollywood even as we speak. They'll be released in Xmas '89 and Autumn '90 respectively. And guess what other two things are being made 'back to back' (though this time in the slightly less glamorous setting of South London)? Yep, that's right – Mirrorsoft's Speccy conversions of the two films! They won't be ready to accompany the movies' theatrical releases mind, but should be done in time to clean up (à la *Robocop*) when released 'back to back' (again!) with the videos of the flicks a few months later. Hurrah!



IN! Bobble hats

IN! 3D glasses

non type glasses

OUT! Gordon The Gopher

WHAT'S IN!

Readers chart supplied by *Angie Wharton* from London

IN! Whistlin' Rick Wilson
IN! *YS* T-shirts
IN! Candiru (or Willy Fish)
IN! Ed The Duck

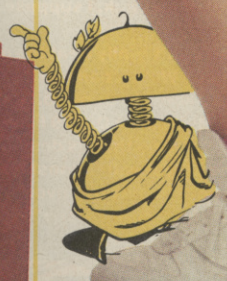
Full Price

This Month	Last Month	Game/Publisher
1	5	*Robocop*/Ocean
2	4	*Indiana Jones And The Last Crusade*/US Gold
3	NE	*Passing Shot*/Mirrorsoft
4	2	*New Zealand Story*/Ocean
5	10	*Batman '88*/Ocean
6	1	*Rick Dangerous*/Firebird
7	6	*Forgotten Worlds*/US Gold
8	9	*Dragon Ninja*/Ocean
9	NE	*Vigilante*/US Gold
10	NE	*Kenny Dalglish Soccer Manager*/Cognito

Budget

This Month	Last Month	Game/Publisher
1	2	*Crazy Cars*/Hit Squad
2	3	*Green Beret*/Hit Squad
3	1	*Yie Ar Kung Fu*/Hit Squad
4	NE	*Spitfire 40*/Alternative
5	6	*MiG 29*/Code Masters
6	4	*Enduro Racer*/Hit Squad
7	NE	*Top Gun*/Hit Squad
8	NE	*Batman 3D*/Hit Squad
9	NE	*Strike Force Harrier*/Alternative
10	7	*Scooby Doo*/Encore

So what's in vogue in computer hardware circles at the mo? Only the SAM Coupé, that's what! Latest news gleaned from the PC Show is that many of the big companies will be giving the new machine their support! The first of the major leaguers to do so include Domark, the Codies (hurrah!) and US Gold, who apparently will be coding a



SOFTWARE SAM

version of its Megagame *Strider* for SAM. But what more can we tell you about these scrummy little bits of software? Well, um, not a lot. *Strider*'s being done by Tiertex, we know that much, and shouldn't cost any more on the SAM than yer average Speccy game (£9.99-ish). Quality-wise the finished games should be a sort of cross between the Speccy versions and something approaching the ST (or whatever). More news as and when..!

YOUR SINCLAIR

lever arch files

IN! Chess holidays

- You won't be seeing any more 'fab' multiload sports sims appearing on the Epyx label for some time, we're afraid. And the reason why? Has it deserted the Speccy or something? Or how about (gulp) the multiload sports sim business? Well, yes and no, 'cos what it's gone and done is only to have dumped all of its games publishing business! The company's still around as a development house though, so we will at least see '*California Games – The Winter Edition*'! It's just that now the game will be published by other people, okay?

- *Dynasty Wars* – the coin-op sensation that swept the nation – is set for a Speccy conversion. US Gold (of course) says that this epic tale of samurais, medieval horsemen and other Far Eastern skulduggerers will be ready around Easter next year, though how the sweeping horseback charges and cast of thousands will fit into 48K is anybody's guess...

- *Escape From The Planet Of The Robot Monsters*!! What a title! Eagle-eyed arcade freaks will have spotted the cartoony Tengen coin-op around and about, which means the Domark conversion can't be too far away, can it? And indeed it isn't. Quite when this isometric 3D scrolling blaster will appear next year hasn't been announced (if you can't imagine what that is, remember Ultimate's *Knightlore* or the first *Batman* game), but judging by the coin-op it should work well on the Speccy. It's got that home computer 'look 'n' feel' to it, don't you know.

- After six months of silence, Thalamus is getting ready to release a batch of new product throughout the coming year. First up comes *The Search For Sharla* which'll be followed by *Mindroll – Quedex USA*, a labyrinthine ten level puzzle game (£9.99 cassette, £14.99 disk), and then the Spectrum version of *Armalyte*, the C64 shoot-'em-up hit, later in the year.

- And finally, as they say, rumours (as yet unconfirmed) are sweeping the industry that – gasp! – the infamous Whistlin' Rick Wilson may record another fab 'n' groovy 'waxing' before the year is out! Blimey! A nation holds its breath...

Pssst

Spook Fashion Tip No 2
Is your clothing suffering from a profusion of cat or dog hairs? Simply fasten loads of sellotape (sticky side outwards) around your fingers and gently pat your garments! All the offending follicles will stick to the tape!

Rupert Bear on TROUSERS

Rupert's very trendy, he's loved by one and all, he always wears yellow checked trousers, Summer, Winter, Spring and Fall.

IN! Barbie's Play Bus

Trainspotters Throughout History

A Series In Conversation With The World's Greatest Trainspotters. No 39274 Selina Scott

Trainspotting!? Oh, good lord, I've never done any of that! What a thought! Well, it's so dreadfully unfashionable and... I beg your pardon? Jean Paul Goatie is naming his summer collection 'Ze Trainspotteur'?! Oh.....oh, you mean *train*spotting?! Oh, well that puts a whole different perspective on matters, doesn't it? Yes. Although not an active participant, I've always been an *avid* observer of trainspotting couture. The chic quilted anorak with the fur-lined hood, the large framed spectacles from the NHS collection – it says to me "Hey! I've spent many an hour on the platform at Charlton-Cum-Hardy with only the open air and a packet of salt and vinegar crisps for company". I am also *so* taken with those British Rail designer uniforms. The cut of the navy serge trousers is a line I've seen echoed in many of the works of top designers. Oh yes, the railway look will be very 'in' next year. Definitely. *Definitely.* Of course, this year we've had lots of clothing employing sports club or military motifs, but all this will soon be replaced by that dazzling BR logo. In fact, the way to be the most trendy person would probably be to apply for a job as a BR porter, right this minute!

Build A Better Joystick, Er, 'Game Controller'!

There's been many an attempt to improve upon the basic joystick design, hasn't there, fact fans? Remember Le Stick? Crap, wasn't it? That Cheetah infra-red jobby? Hopeless. And what about the *entire* 'Quickjoy' range (a number of which were reviewed a couple of issues ago)? Not only were they not particularly good sticks, they've now been withdrawn due to 'a legal situation' with the similarly named and shaped, but superior and longer established, Quickshot range. There've been joysticks shaped like hand grenades, trackerballs, key pads, kiwi fruit and Janet Street Porter. They've added LCD stopwatches, microswitches, extra fire buttons and electric frogs that croak the word "Elvis". *(Are you sure about this? Ed)* Oh, and now there's the lightgun, of course, which is a sort of joystick, I suppose. *(No it's not. Ed)*

But still, you can't really beat the original design, can you? Well... *can* you? Spectravideo seems to think so. It's just designed the Quickshot QS129 Flight Controller and claims that its design is so "cunning" the player will "almost forget it is there and appear to play his favourite arcade games by thought alone"!! Blimey!

A Ball On The Foot Is Worth Two In The Hand

Football licences, eh? There're squillions of 'em. Liverpool, Emlyn, Kenny Dalglish, Gazza Lineker and Paul 'oigne *(Eh? Ed)* (Paul 'Gazza' Gascoigne!) *(Oh! Ed).* Even Saint and Greavsie! You thought you'd seen 'em all, didn't you!? But wait, here comes the one all the *YS* crew's been waiting for! Yes, it's the Vinnie Jones licence and it's owned by Screen 7, the chaps who gave your Speccy *Jaws*. Vinnie, or The Enforcer as he is known to his fans, is the former Wimbledon and now Leeds United footballer who, by his own modest admission, is a bit of a "rough and tumble player"! Called the *Vinnie Jones Soccer Spectacular*, Screen 7 claims that "This game should separate the men from the boys!" and who are we to disagree!? Now, if you'll kindly let go of my winkle, Mr Jones...

Spook Fashion Tip No 3
Are you plagued by horrid white lines that appear on your jeans after they've been washed? Well, kiss them goodbye with this *YS* Spook Fashion Tip. Simply turn your jeans inside out when you put them in the washing machine. Incredible though it may seem, those lines will be a thing of the past!

IN! Andrews Liver Salts

INTRODUCING (next month) the Pssst Peculiar Pets Corner – the first in a series of weird 'n' wonderful *YS* readers' pets!! Why not send in a pic of your truly beloved (oo-er)? There's a badge in it! The address is The PPPC, *YS*, 14 Rathbone Place, London W1P 1DE.

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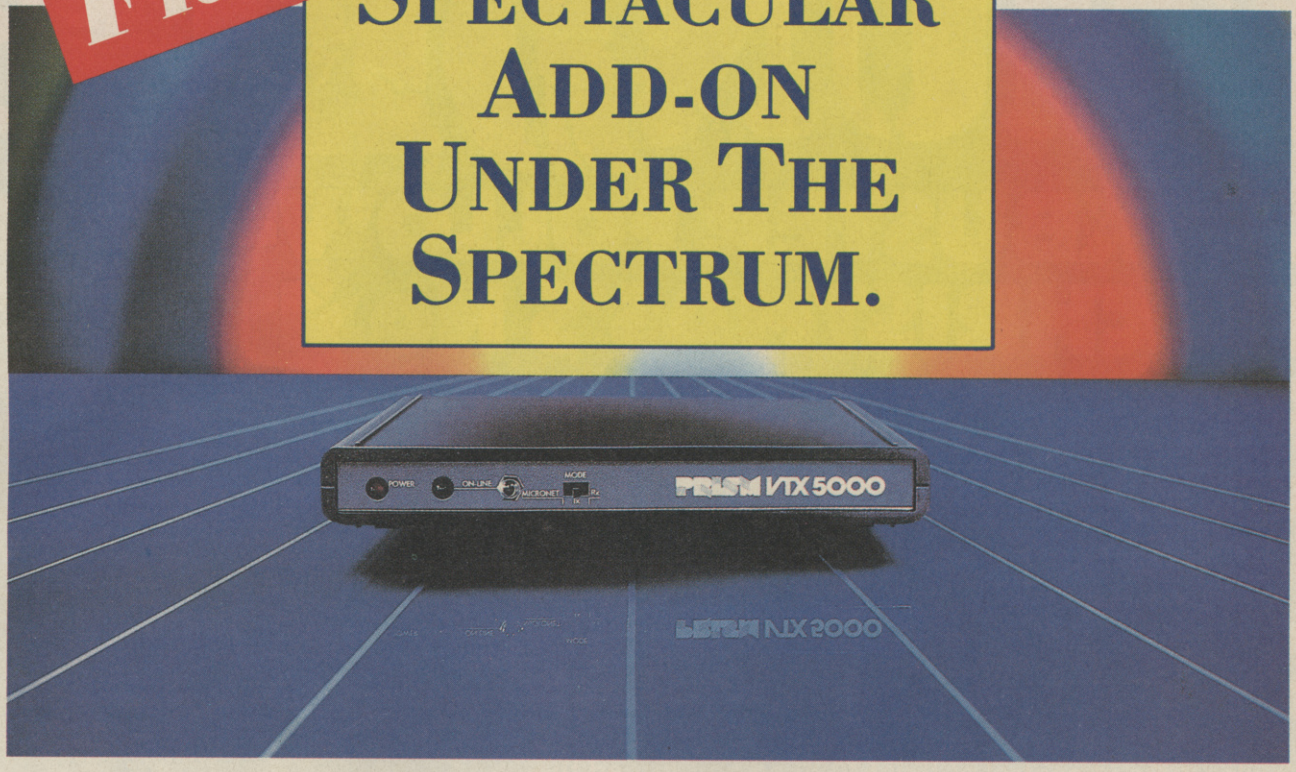

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The Hi-jack report came from a DC10 leaving Paris for Boston – Arab guerillas were in control of flight 102 and had turned the aircraft towards Africa ... The plane lands in hostile territory and the terrorists begin their demands ...

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or the bulletproof vest, but watch out for

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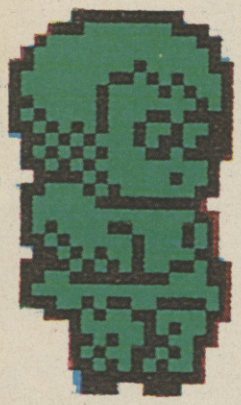
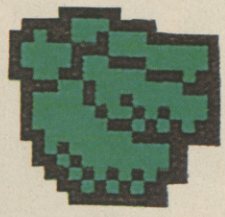
Roll up! Roll up! Ladies and gentlemen, welcome to the Second Annual Double Decker Twin Cassette Issue! It's scintillating! It's fabulous! It's even better than last year, because this time we have not one, not two, not even *three*, but four fabulous games for you! That's enough to keep you going right through Christmas and beyond!! And, as a certain well-known software person might quip, "It's absolutely brilliant!" (Only this time it's true!!)

IT'S A MUST

SMASH TAPE NO24 WONDERBOY/ Activision





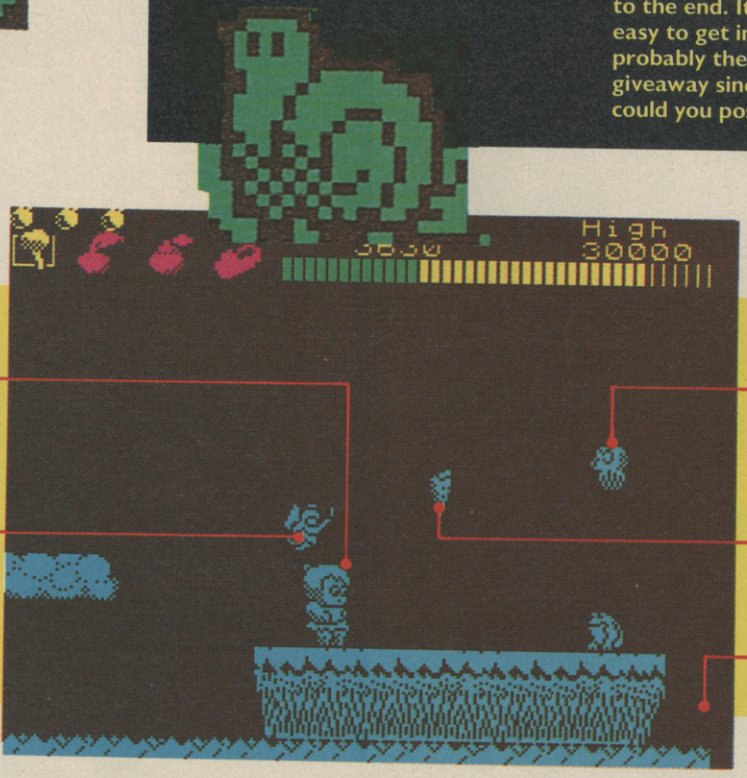
SuperWonderboy is out any minute, but to get you in the mood we've got the original *Wonderboy* here to give away!! Free!! (Well, virtually!) Hurrah!

It really is a wonderful little game. We'd forgotten exactly how fab 'n' groovy it is 'til we loaded it up again — and then just couldn't put it down. As you must remember, *Wonderboy* was one of the most famous and massive of Sega's coin-op hits, and it's equally brill on the Speccy.

You play the tiny tot hero — clad in the snazziest of leopardskin perv-breeks (*It's called a nappy. Ed*) — on a quest to rescue your kidnapped 'chick'. It's a simple, serviceable platform-and-ladders plot, but behind it lurks one of the neatest-ever variations on that old fave, the running/climbing/jumping-about-a-bit/standing still/shooting things sort of game.

Your girlie's trapped somewhere at the other end of the jungle, but to get to her you're going to have to make your way across bottomless caverns, past nasty animals and cope with all sorts of natural and un-natural hazards. There are snakes, killer bees, snails, octopuses, deadly plants and a whole host of other critters to stomp on, as well as absolutely tons of (energy giving) fruit to eat!! Tricky stuff, but luckily there are pick-upable weapons, like throwable axes, invulnerability-giving fairies and even snake-crushing skateboards hidden in the massive egg things along the way, which should give you a fighting chance! Need a bit of extra speed? Then try pressing fire while you're moving. It gives you that bit of extra 'oomph' to your jumping ability too.

Wonderboy is made up of loads of areas and sub areas (like *Super Mario Brothers* and *New Zealand Story*) so it'll take absolutely ages to fight your way to the end. It's clear and cute, dead easy to get into but hard to finish, and probably the best Smash Tape giveaway since, ooh, *Batty*! What more could you possibly want?



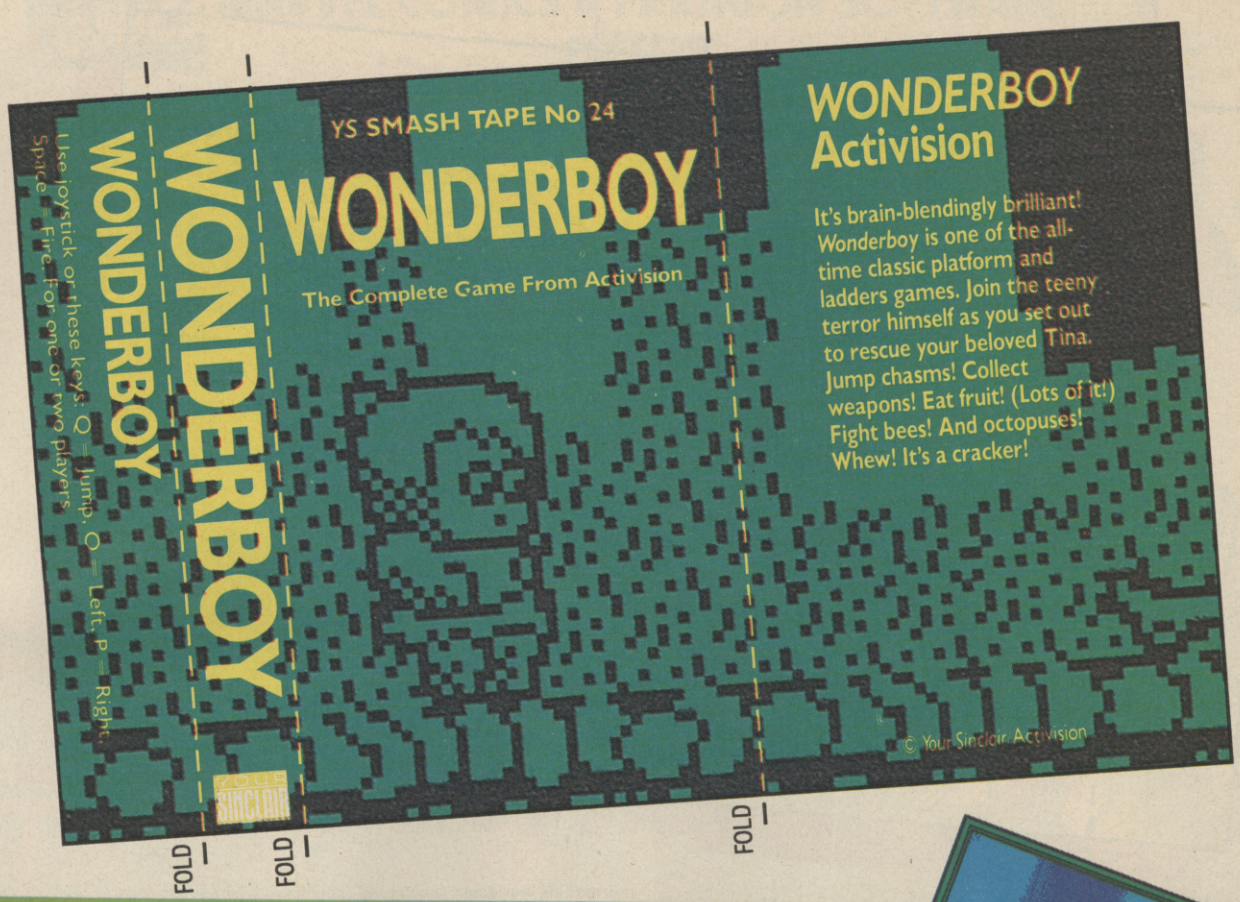
This is you, Wonderboy. Ain't ya cute? Just watch the way you run, with your little legs jabbering away like nobody's business, but your body staying rock steady and still. Obviously a fashion leader with those nappies, too.

Inside weird egg-shaped rocks there are some lurking goodies! Is it an inexhaustible stream of throwing axes? Or a fairy to make you invulnerable?

This is a baddie. (Boo! Hiss!) There are snail things, jumping octopus things, bee things, scary walking doll things, horrible frog things, whirlwind things, in fact all sorts of thing things. Shoo, go on, shoo!

Ah, fruit. Lots of lovely fruit. Honestly, Wonderboy eats so much of the stuff he'll turn into one if he's not careful! (Still, it gives lovely points and energy, so it's not to be sniffed at.)

This is a big hole! Don't fall down it (or you're dead).



SMASH TAPE NO25

SIDE 1

THING!
That's you - the funny little chappie in the middle with the big nose. There's your ball floating next to you, but what's that spooky face doing?? Doesn't look very friendly, does he? Better nip through the door behind you sharpish!

RIDING THE RAPIDS
Dodge the rocks! Slip through the time gates! Avoid the choppy bits! And when you can do all that, design your own course so it all gets harder. Blimey!

THING!

Players

The Thing is a galactic post creature, on a mission to deliver the mail to a chap called the Dingalinger Overlord and thus prevent all-out thermonuclear war. The 'mail' takes the form of a metallic ball creature with squishy innards, which the Overlord is going to have to do a spot of negotiating with. But before this ball creature will agree to meeting the slightly-loopy Dingalinger he insists the Thing perform a series of tasks.

That's what you have to do then — control the Thing as he makes his way around 26 levels, collecting and then matching up objects. Vicious Dingalinger thugs try to prevent him completing his task, while teleport phone booths and the ball's rather nifty ability to turn into a high-tech servocannon go some way towards helping him out. Pretty backgrounds, smooth scrolling and a seriously cute and fluffy central character make *Thing!* a very appealing game indeed (which is hardly surprising since it was coded by *Joe Blade* creator Colin Swinbourne).

To load: Type in LOAD""(Enter). If you've got a 128K Spectrum, you should first select 48K BASIC.

Controls: Keyboard or joystick. Use left and right controls to move around the planet. Press fire to operate the cannon weapon contained in the ball. To complete a task collect two or more objects (found hidden in capsules on the planet surface) and use them together. But be careful! Use the wrong ones and you could be in trouble!

RIDING THE RAPIDS

Players

Riding The Rapids is a canoe race game, featuring all sorts of obstacles like rocks, islands and sand banks to complicate matters. There are four courses of white water action, in each of which you must negotiate a series of poles, always leaving them to the right. Miss a pole and you'll receive a five second penalty. Miss a gate and you lose a big two seconds. Capsize and you'll have to paddle frantically in all directions to right yourself. An added extra level makes it possible to design and alter your own courses, adding rocks, rapids and other hazards wherever you want.

To load: LOAD""(Enter). In 128K press LOADER OPTION.

Controls: Joystick or keyboard. Left = Q; Right = P; Forward = O; Back = A.

YS EXCLUSIVE TWIN TAPE SPECIAL!!

SMASH TAPE NO 25

Something weird and spooky has happened! Every single copy of *Your Sinclair* sold in the United Kingdom features two Smash Tapes on the cover, complete with the four complete games described here. That's all well and good, but here's the weird bit! A select limited number of issues actually contain THREE extra complete games on the second Smash Tape! Making a grand total of SEVEN games!! It's a bloomin' miracle! So if you've got one of these spooky limited edition special issues, you're in for a real treat! And even if you haven't, you've still got enough Smash Tape excitement to keep you going right through Christmas! Hurrah!

HEROES OF KARN

Interceptor

This is a very well known and successful graphic adventure, and a tricky one to boot! Simply load it up and follow the on-screen prompts.

SIDE 2

TAPE TRUBBS

Oh no, *Wonderboy* won't load!! What a catastrophe! Or perhaps it's *Thing!* that's causing you trouble. Whatever, after you've finished fiddling around with recording levels and wot not to check it won't go in, follow this simple *YS* Plan To Cassette Happiness. Just pop the faulty cassette in an envelope, add a stamp addressed envelope for us to send a new cassette back to you, and post it to *YS* Tape Returns No 24 *Wonderboy* (or No 25 *Thing!*), Interceptor, Mercury House, Calleva Park Industrial Estate, Aldermaston, Berkshire RG7 4QW. A working copy should find its way back to you shortly!

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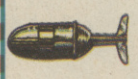
PICK ME UPS

When your arsenal of weapons starts to run low, various icons will suddenly appear in nooks and crannies on the screen. Blast 'em for the following extra goodies.

LASER SIGHT
There's only a piddly one pixel cursor on your gunsight to begin with. Shoot the laser sight icon to get yourself a much more workable laser sight which'll last you for the rest of the level.

BODY ARMOUR
Grab yourself one of these dead trendy combo jackets and you'll reduce your damage rating by half for the rest of the level.

MAGAZINES
You start off with five magazines – *Your Sinclair, ZERO... (What? Ed)*... er... rifle magazines, that is, each containing 40 bullets. But at the rate you get through the ammo they soon run out. Look out for the magazine icon when this happens 'cos it'll increase your already formidable arsenal.



GRENADES
GRENAAADE!!! You start off with three grenades at the beginning of the game, but if you shoot one of these babies it's grenades amundo!

POWER DRINK
Bottoms up! Wet your whistle with this little tipple and your injury level plummets.

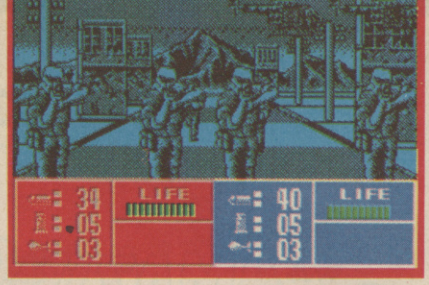
SHELL BOX
This is like a goodie box for mercenaries. It's stuffed full of extra magazines and grenades – and they all come gift wrapped. Blammo!

MEDICAL BOX
Blast one of these open just as you're about to pop your clogs and, hey Presto, your injury level goes down to where it started.

CAT
You'll probably have the RSPCA on to you after this, but shoot a cat and one of the pick-me-up icons (except for the laser sight and the medical box) will appear at random. Go on, kill a kitty today. (*You're fired! Animal Lover Ed*)

YOUR SINCLAIR MEGAGAME

Level One. On The Road



OPERATION THU

Ocean/£9.99 cassette/£14.99 disk

Jackie It's big, it's mean, and it's as tough as my granny's sponge cake. What is it? Only *Operation Thunderbolt,* the most eagerly awaited shoot-'em-up sequel since... um... the second series of *Moonlighting.* And is it a corker or what?

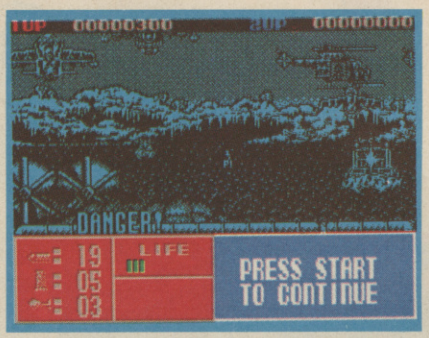
Similar in plot to its big brother *Operation Wolf,* your mission in *Thunderbolt* is, of course, to rescue the hostages. This time round though there are eight levels ahead of you (or nine if you count the final hostage scene), the baddies are bigger, and tougher and more numerous than before, and you also get the option of taking a chum along into the fray with you if you want – 'cos just like the arcade version, this game has a spanky two player option.

As in *Wolf,* you begin the game armed with a complete energy level, an Uzi, five magazines and three grenades. The aim of the game is to shoot everything in sight. But, pumping away at the fire button, it's difficult to suss out exactly where you're firing at first, 'cos in *Thunderbolt* there's no large cross hair à la *Wolf.* Instead the only sight you have for your gun is a one pixel cursor which gives you a minimal idea of where your shots are falling. You can lose a few shots to get the feel of your weapon (oo-er), but your best bet is to keep your eyes peeled for the laser sight icon which appears near the beginning of every level. This'll give you a laser sight on your gun for the rest of the level. Not as big as the *Oppo Wolf* cross hair, but still very handy.

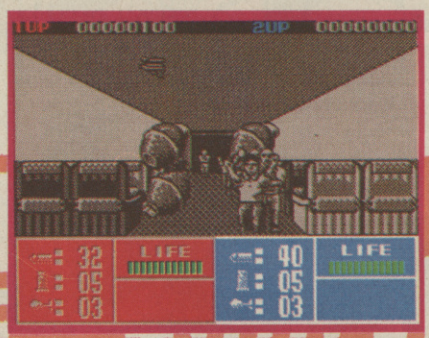
Once you've sussed out the firing system it's down to business. On each level you have to take out a certain number of baddies, tanks, dinghies and helicopters in order to move on. Unfortunately, though, you only have a limited amount of ammo with which to do this, but there are extras to be found. Keep your eyes peeled for the following icons – body armour, which'll reduce your damage level by half for the rest of the level, extra ammo, in the form of magazines, grenades and shell boxes, and a power drink and medicine box which'll revitalise damaged energy supplies. Cats (of the bewhiskered variety) are also unlikely providers of extra weaponry and energy.

Your first task is to make your way down a terrorist-infested road towards a church where a spy with vital information is hiding out. Blammo! The first screenful of baddies hits you like a kick in the teeth. 'Cos unlike *Wolf* with its left/right scrolling (but just like the arcade game) *Thunderbolt* opens up with an into-the-screen scrolling level and a barrage of big, big baddies leaping out of the screen towards you, unleashing a veritable hail of bullets, grenades, rockets, knives and helicopters. Blasting your way down the road takes some doing. The terrorists can be dispatched with one bullet, but the helicopters need a lot more shots before they can be destroyed. But waste your quota of baddies and make it to the church without sustaining too much damage, and it's on to Level Two.

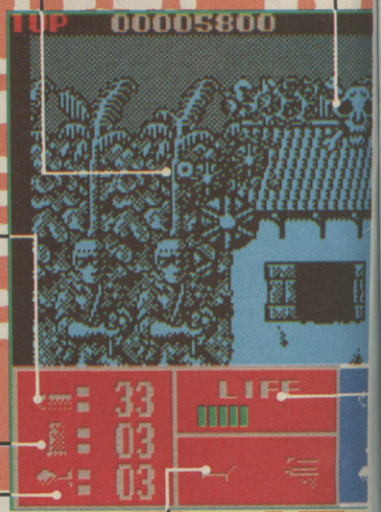
This is a left/right horizontal scroller and takes place in the enemy's ammunition depot. Destroy the



Level Five. In The Dinghy



Level Eight. Flying Tonight



LASER SIGHT
A bit different from *Oppo Wolf,* eh? This little round dot is the laser sight for your gun.

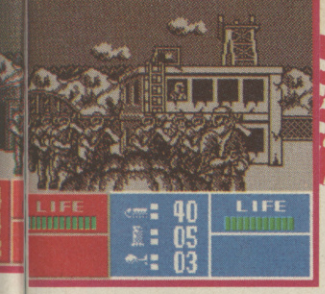
SKULL AND CROSS BONES
Yikes! I've hit one of the hostages. There they go, up into the wild blue yonder.

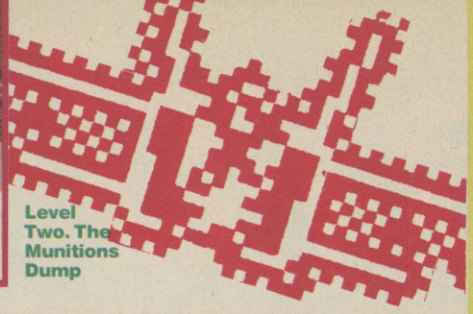
BULLETS
This indicates the number of bullets left in your current magazine. Each magazine contains 40 bullets.

MAGAZINES
This shows you the number of magazines you have left at your disposal. Not doing too badly at the moment.

GRENADES
This is the number of grenades you've got left. Three, eh? A nice odd number.

ICON BOX
This little box shows you what extras you are carrying at the moment.

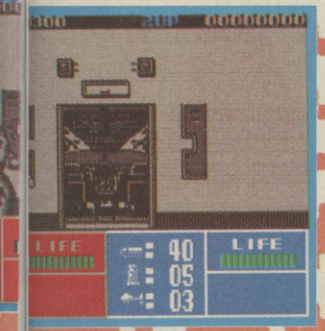




Level Two. The Munitions Dump

UNDERBOLT

Level Seven. On The Runway



Final Stage. Shoot Out

THE HOSTAGE
Keep the hostage alive until she runs off-screen to complete her rescue.

LIFE
Keep an eye on your life bar. It shows you how much energy you have left.

depot, pick up some more magazines, bullets and grenades, then jump into your jeep for Level Three. Make it through this (another into-the-screen scroller with you in a jeep) and you'll reach the hideout where the hostages are kept in Level Four. This is another left/right scroller, but, apart from blasting everything that moves, you've also got to release the hostages from the huts where they are being held. Do this by shooting the locks off the doors. Once the hostage moves off screen they are rescued, but if you shoot one by mistake you'll lose a life. Lose them all and it's end of game for you, matey. So beware of that itchy trigger finger.

Into your boat for Level Five, and another into-the-screen scroller. Make your way across the water to the enemy headquarters where the other hostages are being held. Then battle on into the headquarters in the left/right scrolling Level Six. Right in the thick of the enemy camp there are terrorists coming out of the ceiling as well as the floor. Rescue the hostages being held here and then it's on to the into-the-screen scrolling Level Seven, where you must hotfoot it down the runway after the terrorists.

Level Eight is yet another front view scene. This time you are inside the plane where the terrorists have taken refuge. Pick off the terrorists without shooting the passengers already onboard. As in the hostage levels, lose a passenger and your energy level will drop. Get this far (and it'll take some doing, that's f'sure) and there's just one more task to complete. The pilot of the plane has been taken hostage by the terrorist leader. You must take careful aim before trying to kill the dodging terrorist without harming the pilot. Rescue the pilot and you complete the mission and end the game. Lose the pilot though and it becomes impossible to fly the plane, so the game's over. Aww, and just as you were doing so well too.

Operation Thunderbolt is one of the most slickly programmed games I've seen in a long time. It's fast, smoothly scrolling and a blast a minute. The basic game may be much the same as *Operation Wolf*, but with *Thunderbolt*'s longer length, bigger and more numerous sprites, varied scrolling, extra final showdown shoot-out and two player option to boot, it's more than worth shelling out for. Go get a copy now.

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
90°	88°	93°

DIAGNOSIS

A brilliant shoot-'em-up with enough variation from the original to stand as a separate megablast all in its own right.

INSTANT APPEAL 95°

93°

JOYSTICK JUGGLERS

Matt 'Matty' Bielby Mysteriously relieved of his swooning powers, Matt has taken to performing outrageously dangerous stunts in a bid for recognition. "I'm just popping out," quoth the former swoonsome the other day. "I may be some time." Next thing we heard was a commotion from the street. There we was, balanced on a high wire, juggling three Russian dwarf hamsters!

Jack 'Meadowlark' Ryan No sooner had we discovered Jackie's lifetime ambition — to be an international basketball star — than her hopes were cruelly dashed. She was rejected by the Harlem Globetrotters selection committee, despite dashing the entire length of the court, speedily nipping in and out of the legs of the opposing team. Still, the committee said they would keep her on the Short List.

Duncan 'Bovril Body' MacDonald Yep, Dunc is back! You thought he was going, we thought he was going, he thought he was going, and guess what... he went. Quietly, silently, and sort of stealthily, at six o'clock. Then, as if by magic, next morning at nine, he spookily returned. Weird or what!?

Marcus 'Out On His Ear' Berkmann The resident *YS* flyboy has come unstuck! He's been unceremoniously booted out of the RAF after an unauthorised wing walking stunt at 20,000 feet. Although disappointed by the Court Martial decision, he does have plans for a new future. "I'm thinking of launching a new low-cost trans-Atlantic airline. I think a 15 quid return flight to New York should bring in the punters," he told us.

David 'Wooley' Wilson Fresh back from his Outer Hebrides tour, we asked Whistlin' how it had gone. "Brilliant," he retorted. "I had about 4,000 at every venue!" But surely that figure exceeds the total number of islanders!? "People!?" said the baffled young crooner. "I mean sheep! They've a finely honed musical ear, you know."

Kati 'Itchy Feet' Hamza Yep, the 'New Girl' is back. It appears she got a new job as a plasterer, but got bored after a week, and set up her own snail farming business. "Yes, it's the most profitable form of farming there is!" she enthused. "Do you think I could get to review some French software? Maybe I could get some good snail import contacts." Hmmm!

Richard 'Rich' Pelley Rich Pelley's dramatic career rise continues apace, from former Ready Brek packer, through *Spectacular* fanzine, and now on to the hallowed pages of *YS*. What is the secret of his near legendary success? "Well, I never ever eat anything bigger than my head," he offered. "I wouldn't touch, I wouldn't look at it!" Anything else? "Bribes?" Ah!

Robin 'Honest Rob' Alway Introducing Robin, or Mr Money as he's known in the *YS* office. He's never short of a scheme to turn a fast buck. Why, only this month, our Jack has been buying up the Alway-patented Instant Growth Syrup as if there's no tomorrow. Mind you, the only instant growth we've witnessed has been the phenomenal swelling of Robin's bank account.

YS SCORES

90°-100° Getting up to fever temperature. Miss a game that's this red-hot and you'll get the blues —we guarantee it! Any game that scores a total of 90° or above gets the esteemed *YS* Megagame rating. Coo!

80°-89° PDG (Pretty Damned Good)! Well worth digging deep into the old dosh bucket for.

70°-79° Very enjoyable, but might not have lasting appeal for everybody.

60°-69° A few niggles. Lacking in certain areas. Think before you buy.

50°-59° Pretty average. Very average in fact.

40°-49° Erm, below average (believe it or not).

30°-39° Due to be hospitalised.

20°-29° Very poorly.

10°-19° Critical — not expected to last the night.

0°-9° Clinically dead.

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Letters

WRITE TO THE ED, *YS*, 14 RATHBONE PLACE, LONDON W1P 1DE

Star letter winners receive three games! All letters win a YS badge.

LIKE, IT'S GNARLY!

Yo, Ed dude! Like, after some major distance in time, *Hacker* finally appeared through my mail box. Like, totally wild and gnarly, huh!? Give my thanks to Gary Shepardson! You're one gnarly, wild and crazy guy! Oh yeah, and less of the apologising, Mr Ide — at least I got a copy! And guess what else arrived today? (*Like, I dunno, man! Ed*) Go on, no clues, just like, have a guess! (*Like, I totally don't know, man!! Ed*) Yes, that's right, an incredibly large overdose of the pollutant tarts. Now, moan about that, one-child-only-Greenpeace, or whoever you is! Oh, by the way, The Cowboy has got the total hots for Emma 'The Squaw' Norton, though he denies it! Like, byeee for now!

Psi 45
Bradford

PS Kick ass, 49ers.
PPS *Your Sinclair* is just the wildest, gnarliest, totally awesome mag in the relative dimension.
PPPS That's it, I'm totalled.

Like, er, it's real gnarly that you got Hacker at last, man, and... er, consider your gratitude passed on. Erm, gag me with a spoon, and... er... barf out! **Ed Dude.**

Frankly, I haven't got the slightest idea what the pair of you are wittering on about! **T'zer.**

COR BLIMEY! DO THEY MEAN US?

I am writing to thank you for the amazing *Dream Warriors* that was on a recent *YS* Smash Tape. It has to be the best free game ever! The playable demo was also brill. The reviews and features are the best of all the mags, the compos are amazing! Well done, *YS*!

Derek and James
Kilmarnock

I can't wait 'til James has a male offspring, 'cos then you can sign yourselves Derek, James and Son, and the title I gave your letter would make sense. Do they mean us? They surely do!!?! **Ed.**

HAYELP!

Could anyone help me out of my dilemma? I recently bought my disabled sister a Spectrum 128K+. She was over the moon with this, and we set it up and attempted to load our games. However, after many wasted hours and tears on my sister's part, she has just about given up.

I have tried to obtain a manual for her, but to no avail. Does anyone out there have a Speccy 128K+ manual they could spare, or else duplicate for us? If so, please contact the address below.

Heather Duke
Skipsea Service Station Limited,
Hornsea Road, Skipsea,
Humberside YO25 8ST

We've printed your full address, so hopefully some kind soul will be able to help you out. What about it, readers? **Ed.**

SAY NO MOWER, SQUIRE!

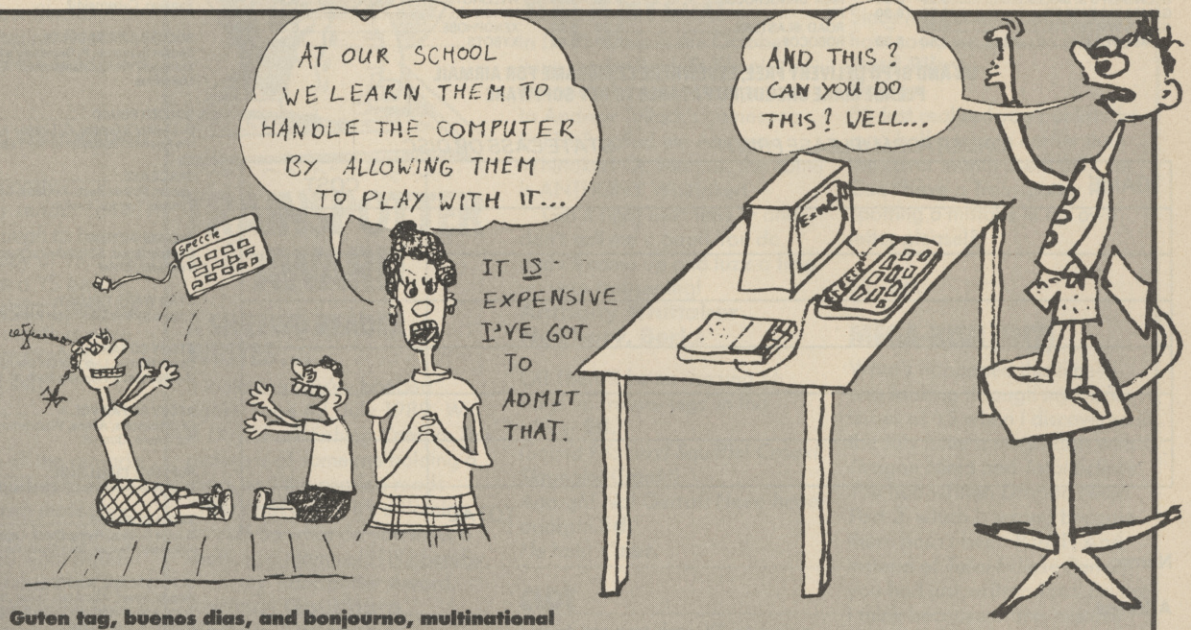
Speaking as a pro mower, I would like to offer my services to endorse Gardensoft's sequel to the incredible *Advanced Lawn Mower Simulator* as given away free on your Smash Tape No 21. I think the sequel should feature my own personal favourite, the Mountfield Turbocut 3.2L with sunroof and fluffy dice, as well as, possibly, a 'trying to start the damn thing' sub-game (perhaps a joystick waggler? Oo-er!). I will endorse the product, and also playtest it for accuracy. So come on Gardensoft, *Martin Graaskov's Pro Mow* should be a sure-fire hit!

Martin 'Just Call Me Henry Ramsey' Graaskov
St Austell, Cornwall

PS My dad is Danish, hence the strange name.

It's not very surprising that grass cutting is your forté, with a name like Graaskov! As for endorsing Gardensoft's sequel, looks like you'll have to wait! Gardensoft tells me that its main programmers have been loaned to its parent company Greenhousesoft to work on a new project, Advanced Fuchsia Growing Simulator. *Three games may help alleviate the tedium of your profession!* **Ed.**

DOODLEBUGS



Guten tag, buenos dias, and bonjourno, multinational Doodlebug fans. Bit of a smart offering for you this time, a sort of a Wonderful World Of Doodlebugs offering in fact! It's from *Eddy Oosterhuis*, a resident of our favourite place, the Land of the Clog. Eddy says "I hope these Doodlebugs haven't lost anything in the translation!" Erm, well, er...

Are you capable of penning a belly laugh, chortle or titter inducing etching? Well, don't dawdle, send your artwork (in black ink only, please!) to Doodlebugs, *YS*, 14 Rathbone Place, London W1P 1DE. Anything that gets printed wins a game!

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Letters

CRISPY BAKED OR HALF BAKED?

Stick it in the oven for a few mos, and Bob's your uncle! (*Eh? What's he on about? Ed*) Here's one I prepared earlier... Yes, as luck would have it, I have produced the world's first CBB — that's Crisp Bag Badges for all you dumb-dumbs out there! Snazz up your jumper! Dosh up your coat! Wear a different flavour every day!

Thomas Vanner
Lisburn, N Ireland

Er, very useful, two shrunken crisp packets, erm... but they're a tad undercooked for my liking. **Ed.**
Oh, I don't know about that. Scoffle! Munch! Munch! **Snouty.**

YS VS AUSSIE SOAP

I am writing to you to say that I'm grounded for ages, and the only things to do are either to watch *Home And Away* or read *YS*. Quite obviously, I have been spending a lot of time reading *YS*! Not only am I grounded, but I'm not allowed to use my Speccy or watch TV in my bedroom, or spend my money. So in other words, I might not be able to get the next issue of *YS*.

Anyway, I've never won anything from *Your Sinclair*, not even a book on trains! (Not that I want one!) So please send me a badge!

Ian Williams
Treharris, Mid Glamorgan

Since you've obviously committed a very serious crime, I mean serious enough to ban you from getting a copy of YS, I don't think you deserve a YS badge, do you? Well, alright, I suppose missing YS for a month is more punishment than any mere mortal deserves! **Ed.**

STOP IT!

What gives with all the remarks about the Commodore 64!? Some of us do own more than one computer, you know! I am certain that if you were truthful you would admit that the CBM 64 has the edge over the Speccy (colour, sound, memory, to mention a few). So stop all the remarks about the Commodore or I will tell everyone what your friends used to call you at school!

R Richards
Nottingham

The Commodore better than the Speccy? You must be off your chump, chum, but please don't tell everyone what they used to call me at school! **Ed.**
Go on, write in and tell us all what they used to call Matt at school! **T'zer.**

TAPE TRAVELS

It's amazing how a *YS* Cover Tape can get to Yan Hards in deepest darkest Africa (issue 39) and not to someone in New Zealand! Is someone nicking them on entry to Godzone? Also, can you do something about getting the mags here sooner, as the latest issue around is May's!?

Marc English
Christchurch, New Zealand

Hmm, we had heard from another Kiwi that some NZ distributors were removing tapes and stamping 'Not Available In New Zealand' on the cover. I don't know if this is the case, but the tapes should have been there. However, in future, because of this and other problems, only subscribers' issues will have the free tapes. So, basically, git yerself a subscription, cobber, that way you'd be sure of getting the free tapes, and of getting your issues a lot cheaper and sooner. Happy Easter to all our Kiwi readers who don't have a subscription!! **Ed.**

ERM, THE POETRY BIT

YS is cool,
Like you don't buy it,
You'll be a fool.

YS is skill,
As jampacked as Rhyl. *(Eh? Ed)*
The chances of unsatisfaction,
Are absolutely nil.
So amazing are the Smash Tapes,
More juicy than sour grapes,
Playable enough for even mad apes!
Doesn't cost too much bread,
It boosts your street cred,
The greatest mag in the world,
YS.

Scott 'Renegade Mad' Brennan
Dundee

Thanks a lot, Scott,
For your wonderful rhyme,
I would have printed the rest,
But I didn't have time.
I'm sure that I'm correct,
To say you like 'free verse',
I spotted this from the fact,
Your last line doesn't rhyme! **Ed.**

KINDLY LEAVE THE STAGE

Hello there! It's time for the *YS* Gong Show again, and here's the first contestant, **Jim Wellman** from London. Take it away, Jimmy...

A monkey was trained to eat with a fork in a laboratory. He called the fork his four-point tool. One night he escaped back to the jungle and took the fork with him. However, it went missing.

So the monkey went to the hippo and said "Have you seen my four-point tool?" and the hippo said "No".

Then the monkey went to the giraffe and said "Have you seen my four-point tool?" and the giraffe said "No".

Finally the monkey went up to the jaguar and said "Have you seen my four-point tool?" and the jaguar said "Yes, I've eaten it!" and the monkey said "Why?" and the reply came back (*Wait for it... Ed*) "Because I'm a four-point tool-eater Jaguar!"

Gong!!

(*Never mind the gong, he should be shot! Ed*)

Mega-groan!! Can you beat the YS gong? If you fancy your chances, send your jokes to Kindly Leave the Stage, YS, 14 Rathbone Place, London W1P 1DE. A gleaming YS badge goes to the writer of every joke printed!

TRAINSPOTTER AWARD

A SHREWD READER WRITES...

It looks like you've boobed again! Page 49, July 1989, *Win A Day Shark Fishing* Compo. The picture is of someone holding a shark and the caption reads "That's not a fish, it's a flaming shark!" So what do you think a shark is, a mammal!!?!? I hereby claim my Trainspotter Award.

Andrew Goulthorp
Nelson, Lancashire

You're wrong, matey, so ner! A shark is a small, long, snouted mammal that spends most of its time in subterranean burrows and runways and... **Ed.**
That's a shrew. **T'zer.**
... lives on... er... pardon? **Ed.**
That's a shrew you're talking about. **T'zer.**
Erm, okay you can have one. **Ed.**

YS GETS MY GOAT

In *Dr B's Clinic* in the October issue, under *Back To Skool*, I'm the one who sent in the answer to Andrew Tullock's gamesnag but Dr B called me Andrew Whittaker! Oi, Marcus, the name is ANTHONY Whittaker!

Get it right next time — and don't call me a goat! You do, and I'll come up and luzz a frog up your trouser leg!

Anthony Whittaker
Newbury, Berks

Oi! There'll be no 'luzzing of frogs up trouser legs' in this office! **Ed.**
(Sound FX: Luzz! Squiffle! Croak! Skrungle! Croak!)
Aaargh! No! Gerrof! Heee-heee-aaargh! **Ed.**
He heh! **T'zer.**

CLOT

I must congratulate *YS* on being the most brilliant mag out! Your brilliant Smash Tapes like *Movie* and *Dustin* leave other mags standing. My favourite bits are the Letters page and the *National Rescue* strip. The one bad thing is that I'm claiming a Trainspotters Award. In the June issue, in the *Pssst* section, under the heading *Tune Into Radio YS*, you put that you were on the air on the 21st and 28th of May. Since May comes before June, how could we listen to it?!?

Paul Riley
Bolton

PS Just realised you publish the mag half a month earlier than the cover month itself! Silly me. Can I have a Trainspotter for spotting a mistake in my own letter please!?

No. **Ed.**

MEGA-BISH (EH?)

What's happened this time? I was looking through my back issues of *YS* when I discovered in the July issue a mega-bish with *Dragon Ninja* and *Total Eclipse*. You had written *Dragon Ninja Part 2*, which is wrong because there hasn't been *Part 1*! And instead of *Total Eclipse Part 2*, you had just written *Total Eclipse* I think because of this mistake I should get a Trainspotter.

Thomas Hodge
Bradfield, Berkshire

What's a mega-bish? **Ed.**

Letters

SMALL PRINT

I hate it when you say 'clot', so stop it or I'll have to kill you!
Mark 'The Mean Man' Renwick
Morpeth, Northumberland
Blimey! **Ed.**
Clot! **T'zer.**

I think T'zer needs braces.
Stephen Graham
Northern Ireland
I think my trousers are held up quite adequately by my belt, thank you very much! **T'zer.**

So much for Elvis Presley being dead. I reckon he is still alive and has just taken the pseudonym of Davey Wilson!
Darren 'King Of The Wheelie Bins' Rawley
Farnham, Surrey
Hmmm, we wondered why he sported those ridiculous side burns! What have you got to say for yourself, Davey? **Ed.**
It's one for the money, two for the show... **Davey.**
Shut up! **T'zer.**

Oh, and loads of PSs, as you may still have a chance of getting a bit of it in Small Print.
Steve "I Know How To Get A Letter Printed In YS" Smith
Salisbury
That's what you think! **Ed.**

My favourite word is 'snoogle'!
Stephen Fields
Solihull, West Midlands
Oh yeah? Well, snoogle off! **Ed.**
That wasn't very nice, especially after he sent us those scratch 'n' sniff Garfield stickers! **T'zer.**
Er... Soz! **Ed.**

HANDY HOUSEHOLD HINTS NO 26

Hands up all of you out there with a rubber-keyed Speccy or Speccy +?

That many? Handy tip if you start to get keyboard troubles (ie some keys don't or only partially work!). First UNPLUG YOUR SPEC, then undo the screws on the case. Remove the top part of the case slowly — very slowly in the case of the 48K+ because it has a reset switch. Now, you will see two wide plastic strips going into two upright interfaces (plastic things which stick upright for the non-technically minded). Pull out the plastic strips from the interfaces and look at them.

If the gold lines on the strips are faded and worn where the plastic curls over into the interface, or the plug is a bit worn, then this is the cause of your problem. (If the gold lines are not worn out then reassemble the Speccy and send it off to the repair shop!)

To set things right, simply pull off the thick plastic plugs at the bottom, then cut the worn ends off with a pair of scissors, leaving nice solid strips to stick the plastic plugs back on to (making sure you stick them back on the way they came off!). Now simply plug the strips back in, reassemble, and then try out your handiwork. If it doesn't work, then you've probably got the plastic bits which strengthen the strips on the wrong way round. Unplug the power again, take the Spec apart, and make sure that the gold strips are touching the pins and that the plugs are not obscuring them. Oh, and on the Speccy + there are two plastic strip holders at the back. Undo these before even starting!
Michael Carter
St Ives, Cambs

Well, that sounds straightforward. The cable ribbons of which you speak are more likely to wear at the 'plug' end, but if wear appears in the middle (where the ribbon is folded to fit inside the Spec) then cutting is not recommended 'cos the ribbons (plastic strips) will be too short for you to reassemble your machine! If you do feel brave enough to look inside your machine, always make sure the power is OFF! Also if your machine is new, and you poke about inside it, you'll risk invalidating the guarantee. **Ed.**

BRUV TRUBB

Help! I'm really down the dumper! It's my brother, y'see! Whenever I turn my back he mutilates my copies of YS. The only thing to cheer me up would be some software. (Hint hint!) Viva YS!
Gordon Quinlan
Clonakilty, Eire

Lordy, your bro certainly sounds a mite strange! Normally I would be inclined to stress the joys of brotherly love and comradeship. However, since he's mutilating your YS collection, I think drastic measures are called for! By purchasing a second copy of YS you would be able to take the cover from the spare copy and stick it on to your Dad's latest House And Garden *(or whichever mag your Dad enjoys). When your brother mutilates this, he'll be on to a dashed good hiding, I'll wager!* **Ed.**

WONDERFUL WORLD OF SPECCY

I don't understand why the people try to prove that himself is a great deal depending that the rivals are a fiasco! Really I think *Your Sinclair* is great, but C***** also.

In my country we have an ancient proverb "In the land of blinds the one-eyed is king", that minds that if the other side is bad then I'm good, and it's not true!! (Maybe I'm better but still I'm bad.) But if the rival is good but I'm better than he, then I'm really great. C**** is a very good magazine, then *YS* is the best mag!
Javier Segura K
Peru

Erm, yes, er... I think I know where you're coming from, and you're absolutely right... I think. **Ed.**

Hello, I'm a boy of Gijón (Spain). I write for you in Spanish because I don't write very well the English. Hola, estoy encantado de saludaros y para felicitaros por vuestra maravillosa revista de Spectrum. Yo soy un devoto de los ordenadores y de las revistas do ordenadores sobre todo las de vuestro pais que son 'guays'. Solo les peñiria por el precio de la revista en España es de £2.95. The price of *YS* in Spain is £2.95. It's very expensive. Great! I want your magazine! Goodbye, see you again.
Marcial González Meléndez
Spain

Erm. ¡Ostras! Muchísimas gracias por tu photo pero ¿qué exactamente estás haciendo? Bueno la mejor solución para asegurar que tu YS sea una verdadera ganga es muy sencilla: ¡abonate a nuestraa revista! **Ed.**

OOH, YOU POOR DEAR

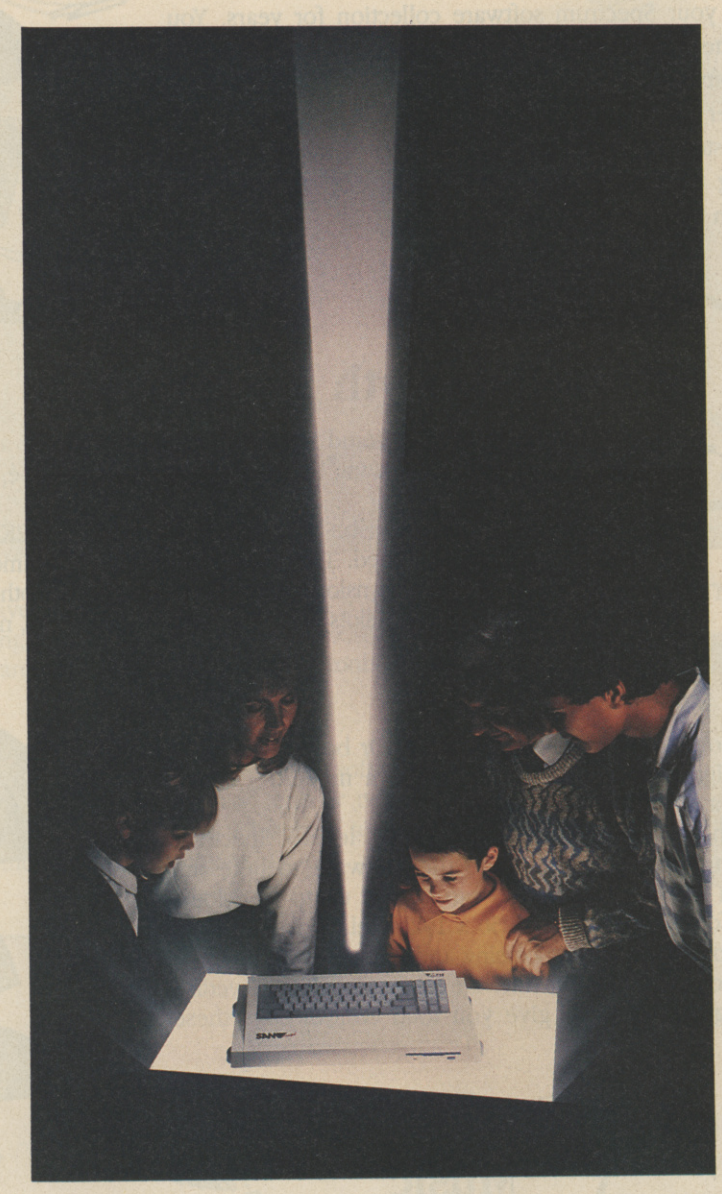
Dear Madame Pico,
I am very confused! You see, my parents, who I trust implicitly, have always maintained that babies come from the cabbage patch. However, of late I have been told a most disturbing and very different version of events by my Biology teacher! I know it is very wrong to doubt the word of one's peers, but someone must be telling porkies! Is it my Mum and Dad or is it Mr Tidmarsh?
Confused
Reigate

My, my, 'Confused', don't get yourself into such as state. I myself was also deeply shocked when I discovered that babies come from cabbage patches. It must be so cold for them, the poor dears. Consider the implications of someone who was not a keen gardener and left their cabbage patch untended. The infant could be out there for ages before being discovered. And it wouldn't be a sweet child at all but a scruffy little urchin completely devoid of social graces. Perhaps that is why there are so many rather rude people around, like the ruffian I encountered on the Number 2 bus last Tuesday evening. Anyway, I think your Mr Tidmarsh should be writing to me, and not you!

Dear Madame Pico,
Please help me! I have just finished my GCSE exams and everyone keeps telling me that I should have some idea of the career I would like to aim for. I know what I'd like to do, but nobody will take me seriously. Basically, the only job that I want is to be Captain Fishface. You know, that cheery, bearded chap sailing about the Caribbean, eating only the finest cod steaks, and singing hearty sea shanties at the drop of a hat. Can you advise me because my Careers Teacher is obviously inept?
Tom Staines
Dunstable

Well, Tom, luvvey, what romantic aspirations you have stirring in that young breast of yours. I think, however, that you should perhaps be a little more realistic. I mean, you couldn't expect to be Captain Fishface straight away, now could you? I expect you would have to work your way up. Do you have a good singing voice? Maybe you could join a local Gilbert and Sullivan society and convince them to stage a production of HMS Pinafore. *Also getting used to sea travel could be quite handy. I mean, all the finest cod steaks in the world won't do you any good if you haven't got your 'sea legs'. Perhaps some practice on the local boating lake could stand you in good stead.*

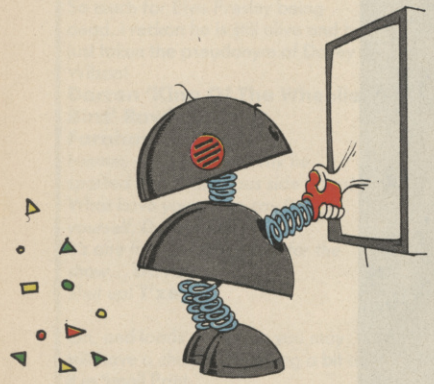
MILES GORDON TECHNOLOGY plc



SAM coupé

SO WHY DO SPECCY OWNERS NEED THE SAM coupé ?

You've been building up your Spectrum software collection for years. You want a computer with better sound, better graphics, more power - but you don't want to lose your software.
The Coupé is the computer for you. Four screen modes with a choice from 128 colours, a six-channel stereo sound chip, 256K RAM (expandable to 512K) - yet by actually slowing the Coupé down, we allow most of your 48K Spectrum software to run in the Coupé's level 1 mode.

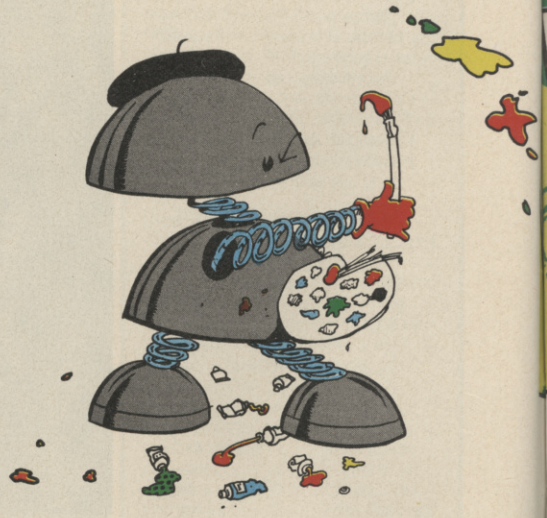


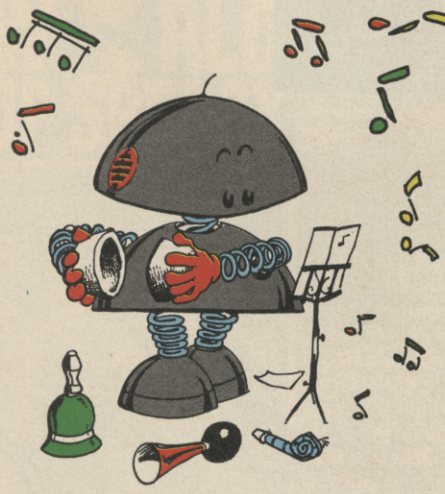
Growth

You never stand still with a computer. You're always learning, always growing, always wanting to do more. With the Coupé, your computer can grow with you.
Memory can be expanded from 256K to 512K. One or two 1 MB disk drives can be added. There are output ports for almost everything we can think of, and an expansion connector for things that other people develop later. And all of it simply slots in - no screws, no soldering, no hardware expertise.

Graphics

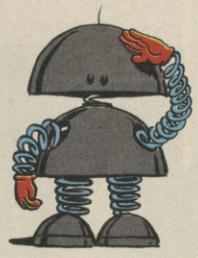
See the full range of 128 colours on an ordinary TV set. Or better still, use a video monitor for really high definition. Best of all, use a modern TV with SCART to get the quality of a monitor on an ordinary TV set.
The Coupé has four graphics modes. Even at the lowest level - Spectrum emulation - you can change the colours in the the software to take full advantage of the palette. In modes 3 and 4, you can display up to 16 colours per line, a different colour for every pixel in a 256 x 192 pixel display; or have an 80-column 512 x 192 display for word processing and spreadsheets.
And free with the Coupé comes FLASH!, a software package by ace Swedish programmer, Bo Jangeborg, designed to give you total control over these powerful graphics.



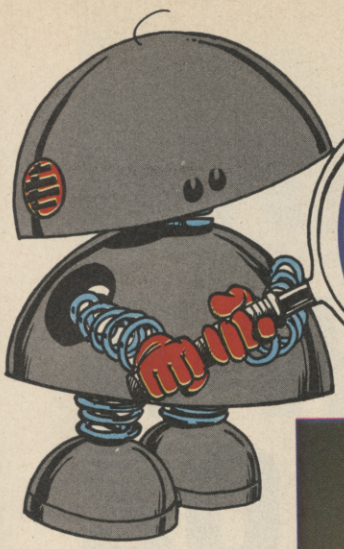


Music

There won't be a better buy for all you aspiring electronic musicians. The Coupé features a full implementation of MIDI - MIDI In, Out and Through - with 16 channel capability, and MGT is promoting a full range of MIDI support software. Better still, the Coupé features an 8 octave, 6 channel stereo sound chip. For sensational sound effects, just plug in your headphones.
Play it again SAM!



SAM. No, the computer's not called SAM, it's called the Coupé. This is SAM - he's the character who will guide you through the manual.

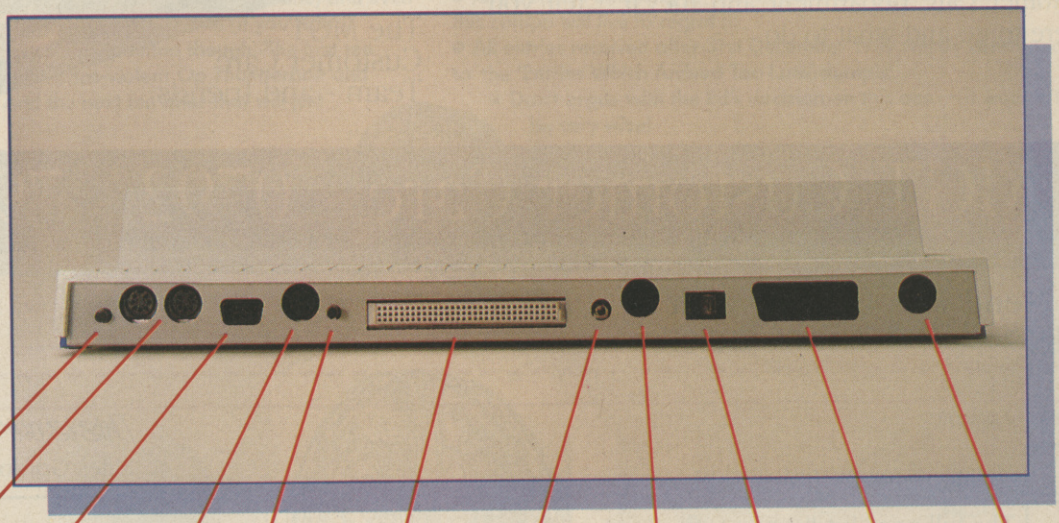


CLOSE UP coupé

A 72 key full-sized, full travel **Keyboard**, designed with a professional feel. The keys are "soft", allowing you to re-program and re-position them if you wish. On the right, there are 10 function keys, which double as a numeric keypad.

The basic model of the Coupé comes ready to work with software loaded from a standard cassette recorder. But you can also add one or two 1 MB 3.5" **Disk Drives**. These are ultra-slimline drives from Citizen in a special case which allows you simply to slot them in when you're ready.

The Coupé's slot-in disk drive



Break Button
Joystick Port
Reset Button
Cassette Interface
On/Off Switch
External Power Supply
MIDI
Mouse Port
Expansion Connector
Light-Pen Port
Light-Gun Port
Stereo Headphone Socket
Scart

A SAM atter of FACT

The Coupé costs £169.95 (including VAT).

The Coupé will run most of your 48K (but not your 128K) software. Which titles? Ask the MGT Customer Care people.

And guess what? You can even change all the colours in your current games.

Watch out too for the brand-new Coupé-dedicated releases from US Gold, Codemasters, Activision....and the list is growing.

Where can you get the SAM Coupé? Well there'll be some in the shops before Christmas. Call the Customer Care department and they'll tell you where to go and what to do.

This is the basic model, and you can add on - just as soon as you're ready:

- 1 or 2 Disk Drives
- An extra 256K of memory
- Special communications interfaces - RS232 and parallel
- The MGT Mouse

And MUCH MUCH MORE.....

Ask MGT's Customer Care people.

The MGT Customer Care Team - and friends.

MGT Customer Care 0792 - 791100

Or send this coupon with a large SAE. Tick off the boxes.

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YS 12/89

YS/OCEAN COMPO

WIN!

A WHIZZO SONY DISCMAN!!

Win! Twenty Copies Of *Operation Thunderbolt* And Ten Ocean T-Shirts!!

What's It All About Then?

Operation Thunderbolt — it's a game and a half, and no mistake! You probably know everything there is to know about it already. What d'you mean, no? Where've you been? Basically, it's an updated, two player version of *Op Wolf* with added 3D bits. Shoot all the terrorists and, um, that's it, sort of thing. And, as if you need telling, it's going to be mega!!

What You Win!

A Sony Discman! What a nifty little piece of gear this is! We thought it was so good when we last gave one away that we went out and got another! And now we're giving that one away too! Lumme!

It comes with a pair of headphones, repeat function, AMS search and a built-in display for the track number, amongst other whizzo features. You can also use it in your car (if you've got one) and even hitch it up to a pair of proper speakers at home (if you want)!

Runners up won't go home disappointed though. The first ten will all get a copy of Ocean's ultra-violent *Op Thunderbolt* and a wazzy Ocean T-shirt. And the next ten after that will just get the game. Yowsa!

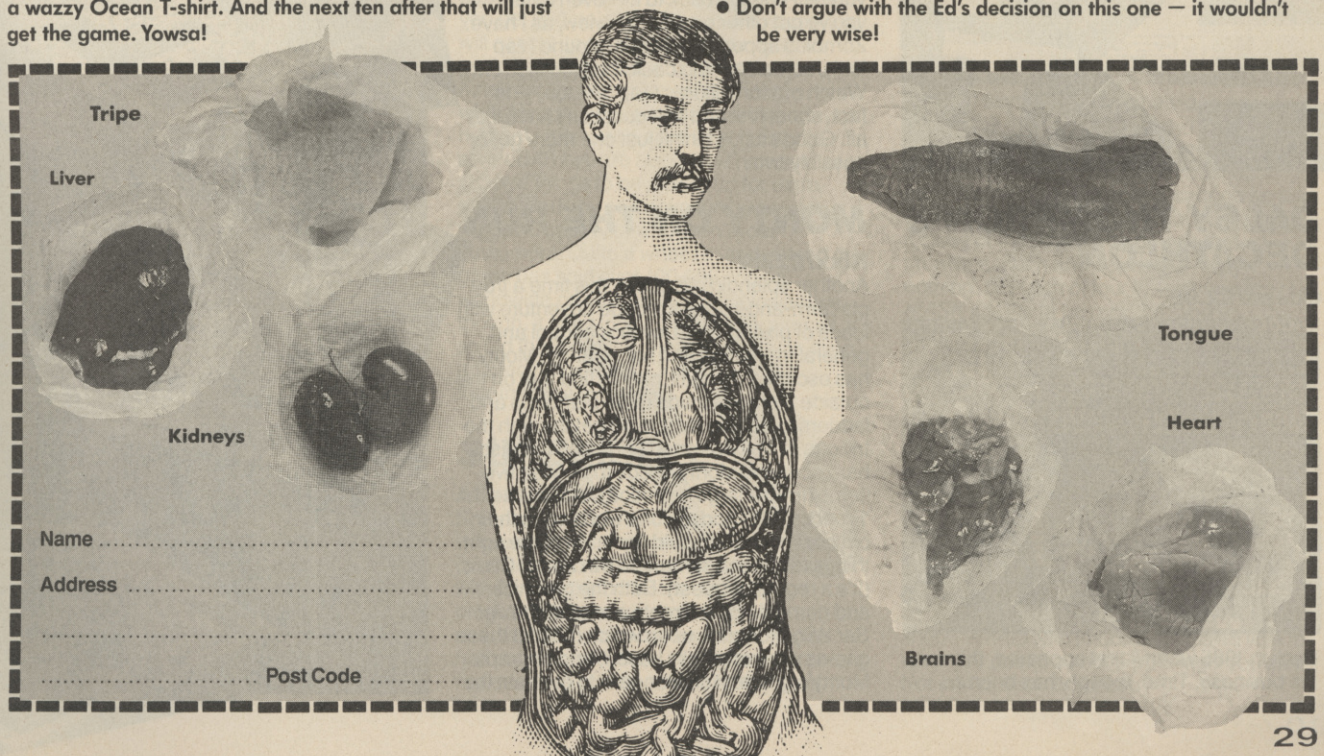
What Do I Have To Do?

A-ha! This is the tricky bit! How many famous operations can you think of? There's *Operation Wolf* (the game), of course, then there's *Operation Overlord* (the planned Nazi invasion of Britain or something) and then there's, um, ...*'Operation — The Crazy Doctor's Game'*! David used to play it as a nipper and he's a big fan! So here's *Operation — The Crazy YS Doctor's Compo*!!

What you have to do is this. You see before you a picture of the human body, and next to it there's a set of internal organs and things. Now draw a line linking each part of the body with the place you — with your skill and judgement — think that bodily organ should reside. So, if you think tripe belongs somewhere near the noggin draw a line linking them up. Simple, innit? Then cut out the picture and coupon around the dotted line, add your name and address, bundle it in an envelope and address it to *Operation — The Crazy YS Doctor's Compo, Your Sinclair*, PO Box 1509, Enfield, Middlesex EN1 1LQ. Make sure it arrives before the end of the year though (December 31st) or the patient'll go critical!

Rules

- Any Dennis Publishing or Ocean Software types who dare enter this compo will live to regret it!
- All entries received after 31st December 1989 will be consigned to the 'Entries Which Arrived Too Late' dumper.
- Don't argue with the Ed's decision on this one — it wouldn't be very wise!



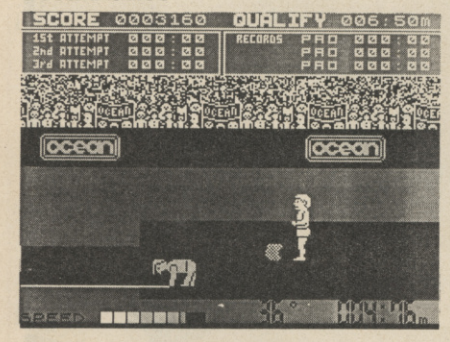
GOING DOWN

Another trip to the netherworld of cheapies with Mr Stingebucket himself, *Marcus Berkmann*! (*Where's that cheque? MB*)

BARGAIN BASEMENT

DALEY THOMPSON'S DECATHLON

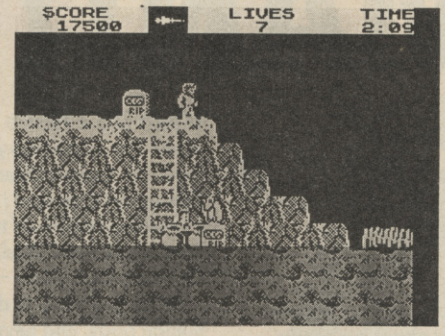
Ocean/£2.99



Back in 1985 when it first appeared, this was the business. Time, though, has been as cruel as ever, and now it looks a little seedy and well past its sell-by date. All the running events require simple waggling of the joystick — a craze amongst gamers during that period that must have seen off more sticks than a bonfire. Certainly, after *Daley's Decath*, you too feel as though you have been running and jumping and throwing things all day, and if you want unnaturally developed wrists, and huge pulsating muscles between your fingers, then go ahead by all means. For the long jump and the throwing events, it all comes down to achieving a launch at 45° (or as near as possible) and getting as close to the lines as possible. Pretty skilful, huh? No, the game is pretty impressive for a four years old, but has long been superseded by other games (many of them called *Daley Thompson's...*). For sport sim freaks only.

GHOSTS 'N' GOBLINS

Encore/£2.99

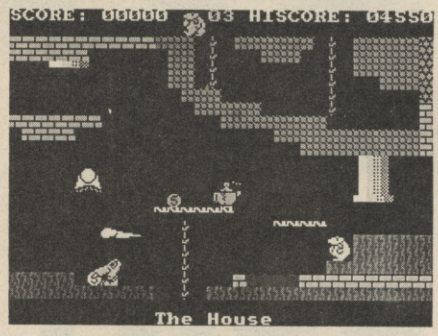


Oddly enough, I'd never played this before — even though it was number one for about a year in '85 or '86. Like many games that have followed it, it's a multi-scroller in which the distance you cover depends upon how many nasties you can kill and how many unpleasant nasties and projectiles you can avoid. Sounds a bit snoresville, doesn't it? Well, I thought so too, as I started battling through the first level or so, but there is something strangely addictive about it all. It's not easy, by any means, but the learning curve is not outrageously steep, and you soon begin to realise what's what. Of course, it all looks a little dated now, and the graphics are plain, to say the least, but you still find yourself coming back to it — even when you've got other games to review, as I have. Zombies appear from underground (zap 'em), some carrying cauldrons (collect 'em). Watch out for vultures (zap 'em too) — in fact, shoot first and ask questions later, if at all. Good stuff — I think just one more go, or possibly two...

MONTY ON THE RUN

Kixx/£2.99

Another splendid old game, this time a true platform-and-ladders arcade adventure with loads of pixel-perfect joystick control and general frustration and hair-tearing. Monty has escaped from jail, only to find that on the outside there are loads more platforms and ladders to be negotiated. To get through the trillions of well designed and often fiendishly hard screens, Monty needs to choose five items (from a large selection) for his 'Freedom Kit', and anyone who keeps their old copies of *YS* should find a list of the right things to choose somewhere in an old Clinic (it's a regular request). Both the graphics and gameplay are streets ahead of the *Jet Set Willy* blueprint, upon which most of these games were originally based, and perhaps Monty's greatest challenge is to get past the coal crushers — white and grey whatnots that crush anything beneath them. Trouble is, unlike everything else in the game, they're completely random, and it can be impossible to avoid being splatted. Some bits too require an awful lot of thought — on balance I'd say it's harder than *Wanted: Monty Mole*

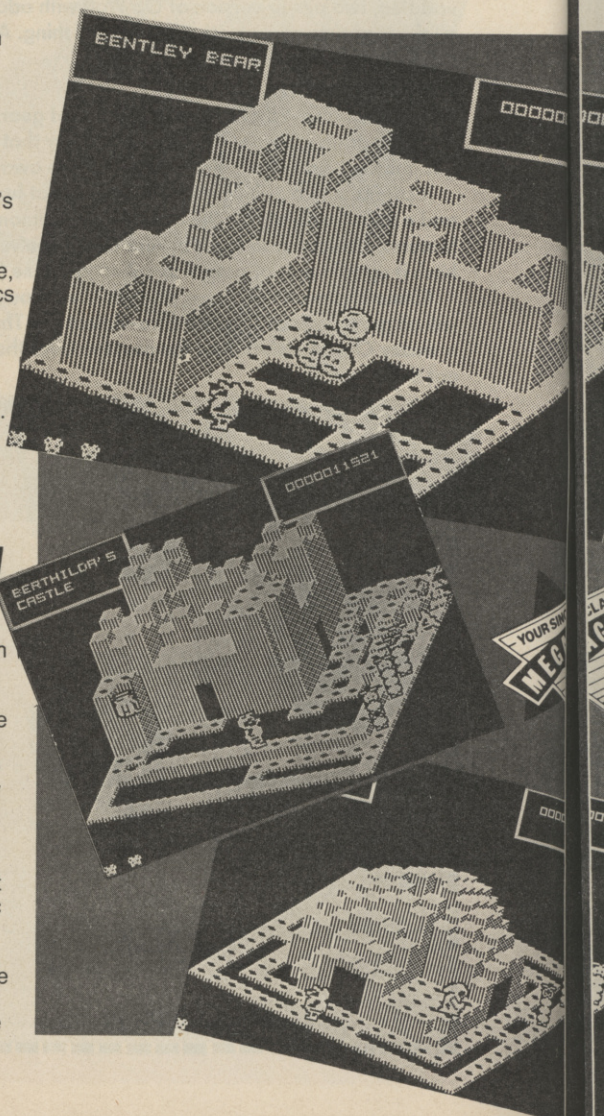


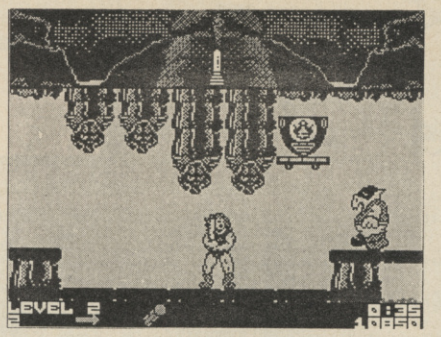
or *Auf Wiedersehen Monty*. And now here it is for £2.99. Worra bargain!

THUNDERCATS™

Encore/£2.99

A not dissimilar game to *G 'n' G*, but substantially less interesting. True, the graphics are lovely — including some very neat digitised backgrounds — but the gameplay, which essentially involves hitting everything you see with a giant sword, is mundane going on breathtakingly tedious. Naturally, to make up for this, the characters are all called things like MUMM-RA™ and BI-CEP™, and that's because it's all based on *Thundercats*™ the cartoon, the comic, the T-shirt and the wibbly thing on legs. But, as we all know from past experience, a cracking licence does not often a good game make,



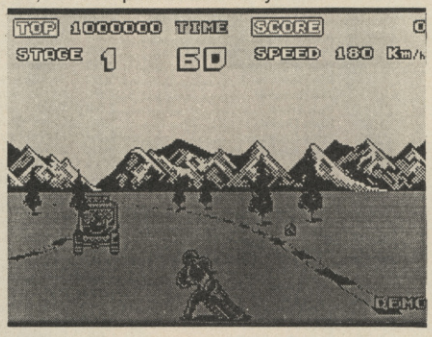


and *Thundercats*™ is no exception. Do you realise we gave this a Megagame last time round? What were we thinking of?

ENDURO RACER

The Hit Squad/£2.99

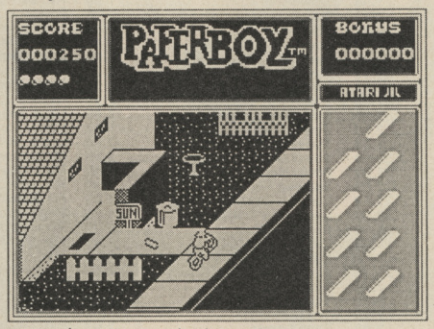
Ah, this is much more like it. There are no flies on *Enduro Racer* when it comes to good clean racing fun. For once, a racing game concentrates on gameplay rather than on number of tracks or prettiness of backgrounds, and although we're in strict monochrome here you'll play no more atmospheric and effective a burn-'em-up. It's fast, exciting and its five tracks come with a full complement of hazards — massive rocks that do more than stop you in your tracks, fences that need to be jumped over, huge dips and peaks in the road that stop you seeing what comes next. And for once the programmers have actually discovered what collision detection entails — there are none of those awkward I-wasn't-even-close crashes that budget titles especially are so fond of. A real cracker, and highly recommended, even if it has appeared on 56,000 compilations already.



PAPERBOY

Encore/£2.99

Another huge Elite game of a few years back, although in this case I could never really see what all the fuss was about. As the



paperboy you cycle through your neighbourhood (which conveniently takes the form of a very straight road, with houses on only one side) and deliver your papers by bunging them at the letterboxes (conveniently labelled 'SUN' — is that the paper they all take?). Get the paper in and you get 250 points — fail and the household will cancel its subscription. You need to avoid the sort of hazards that cassette inlay notes always describe as 'hilarious' — to whit, tramps, geezers on motorbikes, hydrants, cars, and anything else sprite-shaped. There are also some hamper-shaped things to be picked up for extra points, and you can have fun by breaking windows of people who aren't your customers. Quite a wheeze, and indeed this game has sold over 100,000 copies worldwide on various formats. Nowadays, though, it does look a bit dated — after all, it's so old that on initial release there was even an Electron version. Quite neatly put together, but overrated.

SUPERKID

Atlantis/£1.99

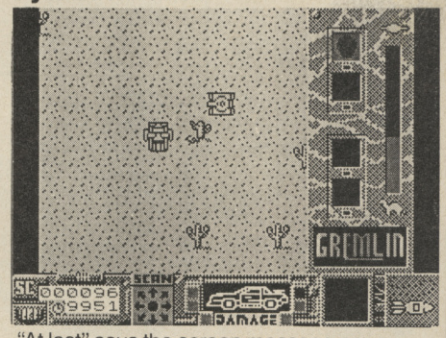
Someone told me a little while ago that whereas most full price games are slaved over, nurtured and tweaked and tinkered with for months by teams of dedicated programmers working round the clock, most new budget games are knocked off in about half an hour with loads of old routines simply ripped off full price games and adjusted

accordingly. As it was someone who works for a full price game company who told me that I didn't pay too much attention, but after playing *Superkid* I'm not too sure. Not that it's a bad game — in fact it's highly playable (if a little limited) but it does look like rather a lot of games that we've seen before. You're the usual urban warrior (shucks) who has to rescue luscious young lovelies stuck on rooftops (yahay!) and guide pensioners home through the streets after a hard day's complaining (zzzz). Unarmed, you can nevertheless fly through the air with the greatest of ease, which helps when you want to bump off the nasties (landing on them is a good trick). Once you've cleaned up the city's three areas in daylight, you return in twilight when the gangs get even more vicious, nasty, unpleasant and cruel to small furry animals.

All this is quite a laff, as long as you aren't expecting anything worrying like originality or innovation. At least, though, you have the option of playing the game in full colour or, if that's too much for the eyes, in any of four different single colours. But while it's fun, it's second hand fun at best, and that may not be enough for many Spec-chums.

MASK

Byte Back/£2.99



"At last" says the screen message as you load in the game, but you may not necessarily feel quite so relieved when you have played the actual game. Based, naturellement, on the comic/cartoon series/toy range/fruit yogurt (with real fruit chunks), it's one of those irritating games that promises much and delivers virtually nothing. On each of four levels there are two *MASK* agents to be rescued, and you, the ridiculously named Matt Trakker, have a tank in which to do it. This means trolling around the designated area picking up security keys, four of which (and only the correct four) will activate a scanner, a useful little gizmo that shows you the way to the missing agent. Another nice scenario, but once again control of your tank is less than smooth, and the massive number of opposing tanks and aeroplanes — all out to get you with an admirable single-mindedness — changes what could have been an interesting challenge to a mere shoot-'em-up with knobs on. There's little to keep you going, so not surprisingly you stop. Not one of Gremlin's best.

CRYSTAL CASTLES

Kixx/£2.99

An excellent game, which for some reason that long ago escaped me was never properly released by US Gold. Although previewed to the press in 1986 or '87, it appeared only on a long-forgotten compilation a year or so later (with a couple of real stinkers). But now it's available in its own right and at a very nice price indeed. The idea's straightforward enough. Your little bear (called Bentley for no less obscure reasons) is just crazy about gems — so much so that he's willing to risk his life blagging them. So he finds himself deposited on a series of 18 3D structures (all around the size of yer average *Head Over Heels* room), each one chock-a-block with lifts, ramps, tunnels and occasionally the odd hidden passage. Oh, and gems too. Chasing around after him are various sorts of nasties (Mad Marbles, which take the shortest route to you, Tree Spirits, which do the same but can be immobilised for a short time if you jump over them, Gem Eating Centipedes which, er, eat gems, and so on). And, well, that's it — but try dragging yourself away from the keyboard, that's all. It's viciously addictive, a sort of high-speed combination of *Bounty Bob* and the 3D isometric games. And don't be fooled by the rather primitive presentation and simple graphics — this is as swift a game of its type as I've ever seen, with none of that dismal slow-motion chugging about that you usually get if there's more than one sprite on the screen. If playability's the final criterion, this is as good a game as you'll get — definitely worth a Megagame. Buy and enjoy.

BARGAINS

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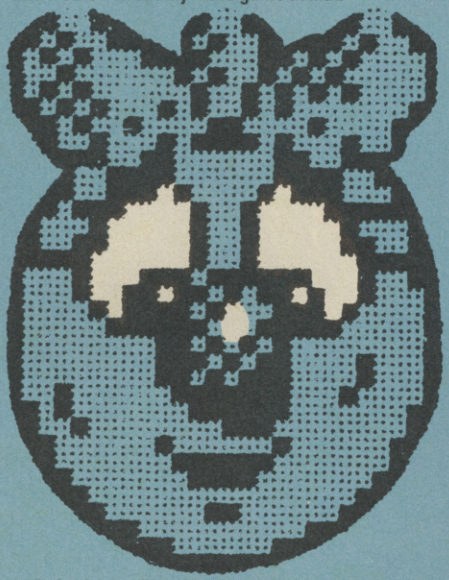
Puffy's SAGA

Ubisoft/£9.99 cass/£14.99 disk

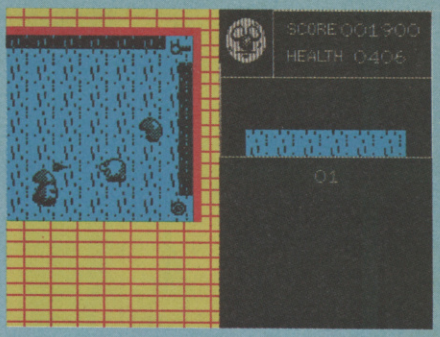
Kati Zut alors! Imagine un peu de *Gauntlet*, addez une dash de *PacMan* avec une sprinkling liberal de *Ms PacMan*, throw in some frog's legs, a couple of escargots, a touch of garlic et there we 'ave it — *Puffy's Saga*.

But enough of this franglais banter. Back to ye plaine olde Englishe and ye game in hande. Just in case anyone didn't catch the rather obvious hint in the first paragraph, *Puffy's Saga* is a maze game. And a cute and cuddly maze game at that.

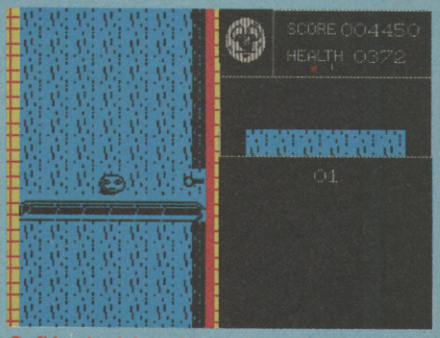


Pufyn is a smiling-faced, open-mouthed, *PacMan*-shaped sort of monochrome being with a big bow on her head who looks just like her boyfriend Puffy — 'cept Puffy's had his bow surgically removed. Somehow, for reasons that shall remain nameless (like, erm, no-one's thought of them yet), our two globular chums have managed to get themselves imprisoned in the middle of a dungeon somewhere. Now you, as one or other of the circular couple, have to help them munch their way out.

Top of the menu come dots. There's a specific number hidden on each aerially-viewed level and eating all of them sproings you instantly up to the next maze. As per usual, there's a load of meanies and monsters lurking blimmin' everywhere, waiting to bleed our disc-shaped hero's energy dry. They range from the fairly harmless sort to great stonking dragons with pointy teeth and little black leeches who latch on to you and knock off 90 energy points. So shooting the blighters comes top of your list. Some of them even have the very useful side effect of turning into energy-giving Puffy-sized steaks.



Pill-popping Puffy packs a powerful pop-gun. Pop!

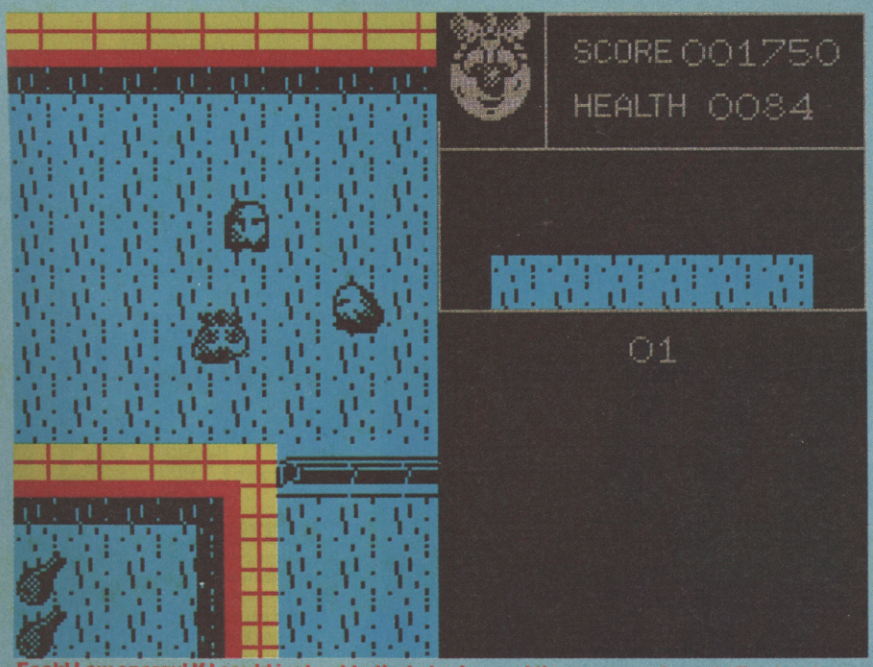


Ouf! Locked door. Now where did I leave that blimmin' key!?

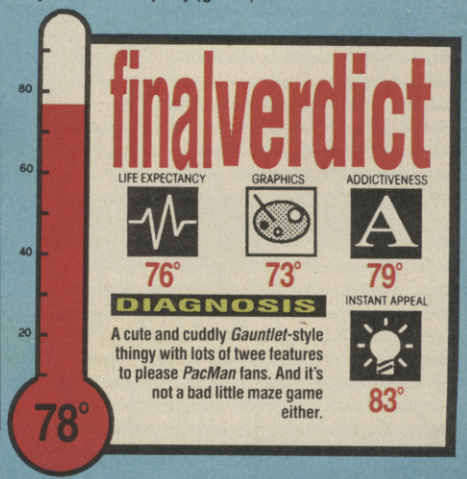
If you've seen *Gauntlet* (if you haven't, you, erm, haven't) you'll know what to expect — keys to locked doors, bonus food, magic floors, transporters, supershots, temporary levitation, invisibility, invincibility, the lot. Not only that, if you feel the urge (oo-er), you can go around collecting a selection of magic goms (goms?) which give you the power to call up a map of the level or breathe fire in particularly tricky, monster-ridden spots. One rather spanky little feature is that Puffy and Pufyn have different abilities. Puffy's stronger so he doesn't need to pop so many pills to stay alive but Pufyn's a quicker, much more slippery customer so she's harder to catch. Cute, huh?

Cute, in fact, is definitely the operative word because the Puffies boast a whole selection of rubbery facial expressions. For extra syrupy cuteness factor, they even manage to talk. Puffy shouts "Yum" and even stretches to a sort of crackly giggle in glorious Speccy sound.

As for the gameplay, if you liked *Gauntlet* or *PacMania*, you'll probably squeeze more than a couple of chuckles out of this. It doesn't have quite as many features as *Gauntlet* and, apart from the main characters, the graphics aren't exactly among the most corkendous ever to appear in a maze game. But it's good, squeaky-clean fun all the same. If maze-munchers are your 'thang', go for it before you run out of puffy (groan).



Eeek! Low energy! If I could just get to that steak round the corner... Aaargh! Too late!



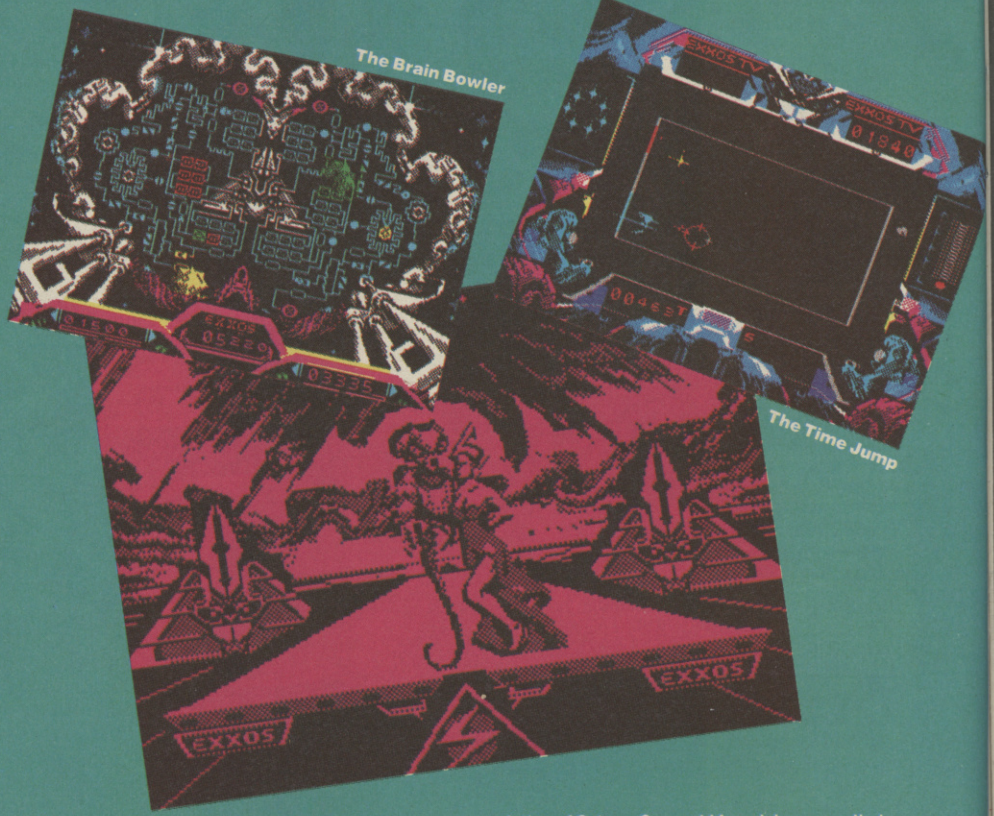
PURPLE SATURN DAY

Infogrames/£9.99 cass/£14.99 disk

Dunc Now, the way I see it is that there are two different types of people — 'normal people' and 'really, really, really WEIRD people'. Due to some quirk in plate tectonics, over the last few hundred million years (during the shifting of the continents), there is a certain country which has ended up with more than its fair share of the latter category (the 'really, really, really WEIRD people'). Do you want to know which country I'm talking about? No? Oh well, I'll just give you a clue then — it's FRANCE. (*That wasn't much of a clue. Ed*)

Remember *Captain Blood*? That was pretty odd, wasn't it? What do you mean, "No"? It *was* odd — really odd. And this game, the follow-up to *Captain Blood*, is even odder. Blimey, that's quite a large chunk of weirdness, so I suppose you want to know something about it. The trouble is that this 'weirdness' is slightly infectious, so I'd better get cracking before it starts to devour me — here goes. (Wibble.)

There is one 'special' day of the year for the inhabitants of Saturn. It's quite a strange day — even by French standards. The day is known as Purple Saturn Day, for the simple reason that on that particular day the planet turns GREEN. (*Purple actually. Ed*) On this day, folk from all around the Solar System (and beyond) gather to indulge in some 'sports'. And that's what this game is all about. There are four sports in all, and different competitors to choose from (all of whom have differing skills). Yes, it's Galactic Games time, so let's have a look at the different competitions...



The Ring Pursuit

This takes place around Saturn. And basically it's a cross between a slalom race and an avoid-'em-up. You, keeping the left hand side of your space-ship pointing towards Saturn, have to circumnavigate the planet while doing two things — a) weaving in and out of 'market buoys' and b) avoiding the myriad asteroids and bits of space junk that come hurtling at you (you're in the 'rings' of the planet, you see). There are two speeds you can travel at — stationary, and very, very (very) fast. The idea is to stay ahead of your opponent (obviously), but if he does get in front of you you can always dip your ship out of the asteroid belt, catch him up in safety, and then zip back into the action again — mind you, you don't score any 'much needed' points when doing this.

The Tronic Slider Test

You and your opponent are on a football pitch type, erm, pitch. (Well, it's flat, anyway.) Both of you are in pursuit of an 'energy ball', and, as the ships are on anti-gravity tracks, you can both perform 180° turns with ease. Which is lucky. Because you need to. The idea is to get the ball, shoot it with your laser, and then collect the pieces it leaves behind (by 'driving' over them). This is a goal. As the game progresses, obstacles appear on the pitch which, as you can imagine, make things a tad more difficult.

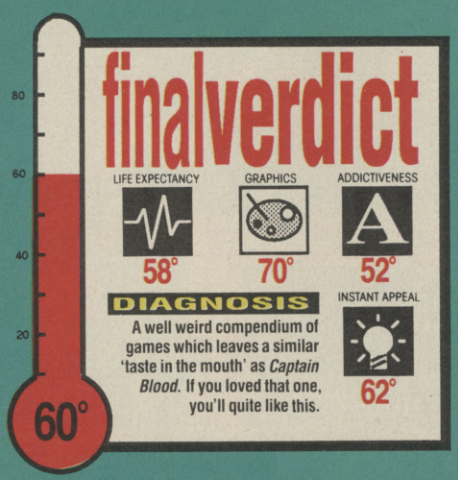
The Brain Bowler

This is the 'strategy' game of the quartet, and blinking tricky it is too. You control an electroball (as does your opponent). Both competitors are standing on a 'computer brain' (him on one side, you on the other). You have to fire your electroball at various components in this 'brain' in order to toggle things 'on' or 'off'. The idea is to charge up six chips on your side of the bonce, but the trouble is that you can have toggled things beautifully and be nearly within 'striking distance' of a win when your opponent toggles something on his side and undoes all your good work. You've got to be a quick thinker for this one.

The Time Jump

Blimey, this is a weird one. (*They all are. Ed*) It seems a bit useless, as well — the aim is to jump as far as possible into the future. The way you do this is to aim a crosshair over sparks which traverse the screen. This you must do three times, which will fuel a gravity-catapult which'll fire you through time and space. (You see stars and stuff coming towards you.) Erm, and that's it. Or that seems to be it, anyway. I think you're meant to be 'rewarded' with a picture of a 'chick' or something, but I never saw one.

And there you have it. Very bizarre. Apparently, if you do really well in all the games, you get to engage in an on-screen snogging session with one of the more desirable specimens of the female population of Saturn. Coooor! I found, however, that I'd probably never reach this stage — mainly because I didn't find *Purple Saturn Day* playable or addictive enough to continue with for any length of time. The Brain Bowler is probably the best game here — but I'm useless at IQ type games, as I'm thicker than a Californian Redwood. No snogging sessions with a sultry Saturnine sextress for me then. (Mind you, you do get to see her engaging in tongue sarnies with the other participants.) Oh dear, the weirdness of the game is suddenly starting to affect me. Blik blik blik blooo. Hello, Auntie Herbert, may I have my balls back please, isn't it? Ping! Wikky wikky woo! Yink yink yink yink yink yink (*That's enough 'yinks'. Ed*).



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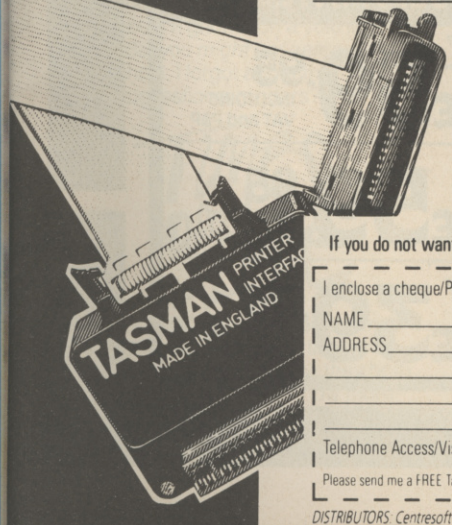

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HINTS 'N' TIPS

YS TIPSHOP

Ladies and gentlemen, live from the Acacia Ballroom, Walthamstow, it's Phil South and his amazingly splendiferous, walkin', talkin' Tipshop, staaaarrrring... YOU! (Yeehoo!)

TOOT! Hey, it's Tipshop No 48! Good grief, makes me feel an old man. But where can I get one at this time of day? Honk! Anyway, enough of this *Police Squad*-type nonsense. It's 48 months old, so soon it'll be 50. (*Yeah, so what? Ed*) So, I'll make it a special edition or summink. Whaddaya say, Ed? (*Aw, alright. Ed*) Thass ma boy.

It's been a funny old month since I saw you last. All the cold weather is upon us, and the fierce Caribbean summer is but a memory (sigh). Yet soon there'll be 'deep and crisp and even' snows to trudge through (trudge trudge) and hot soup by roaring fires to savour (slurp crackle). Yes, yuletide is nigh upon us. But don't you go thinking I'm gonna be dressed in red, hopping down people's chimneys this year. Uh-uh. I did that before and kept getting stuck. No, I've decided my winter mode of employment will be something less taxing. How about a gnome on a yule log? (*But you might get eaten. Ed*) Oh shoot, I forgot about that. Any suggestions, readers?

Times of Lore

Both **DD Guy** and **Jonathan Gilbert** have written to share with us a little solution they both have. Seems they know more about *Times Of Lore* than anyone on the entire EARTH!

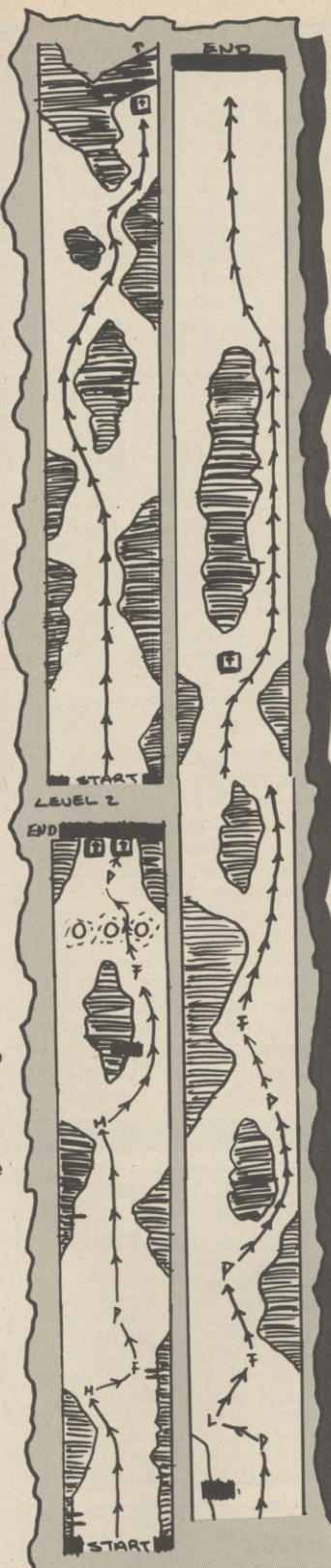
Coo. How's about that then, Tip-Nippers? Super lovely smashing. Would you like to tell us then, boys?

"Yes, we sure would. And here we go.

QUEST ONE — THE FORETELLING STONES
Accept the prior's quest and go north into the dark forest. Leave the path and when you get to the lake, go north into the forest to the orc camp. Don't panic!!! There is only one route, though it doesn't look like it. When you get to the camp, kill the orc by the fire, take the urn and return it to the prior.

QUEST TWO — THE TABLET OF TRUTH
Go to the castle in Eralan, talk to the regent, then go to Ganestor to get the tablet. In Ganestor, go into the cellar of the pub and press the button on the top right hand corner. Go down the stairs and you're in the castle. Go up one floor. Use the red scroll (if you have it) to kill the guard protecting the tablet. Take the tablet and say to it "High King". The tablet will then tell you to kill the High King's assassin in Lankwell.

QUEST THREE — THE BLACK ASP
Go to Lankwell. Ask the thug in the pub about assassins and then ask the man who knows about the black asp. Go to the black asp's house across the bridge, south east of Lankwell. Then go back to Ganestor with his confession and give it to the warden on the top floor of the castle.



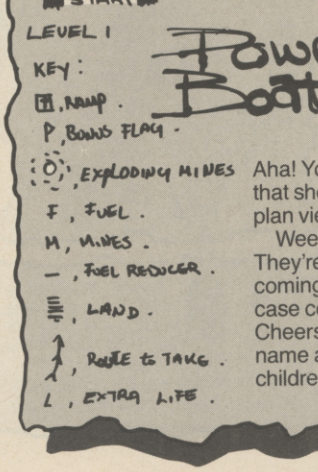
QUEST FOUR — THE SPYING GUARD
Hendric, the warden, tells you to find out about a spy in the castle. Go down to the ground floor and talk to all the guards until you find the one who says "No-one will pass this point". Wait until nightfall and then say to him "Spying". And then kill him. Give the note that the guard leaves to the warden.

QUEST FIVE — THE IMPRISONED PRINCE
The warden will then tell you to free his son, who is imprisoned in Hampton. Go to the castle east of Hampton. Kill the guards and take the key. Unlock the prisoner. Take the green scroll from downstairs.

QUEST SIX — THE LYCHE'S TEMPLE
Go to the archmage who lives across the bridge north of the enchanted forest. Go to the pub between Eralan and Hampton. Talk to the stargazer until you get the keyword 'Holy Water'. Go to Ryder by using the green scroll. Buy the holy water from Friar Kaine. Go back to the pub and walk directly south until you get to the ruins. Enter the ruined temple and kill the lyche with the holy water. Finding the lyche is trial and error. Look everywhere and try every lever.

QUEST SEVEN — THE CRATER
Go back to the archmage and get the white key off him. Go to the crater east of the road to Lankwell. This is exactly the same concept as the lyche's temple, but much harder. Trial and error again is the only way. Don't use the magical axe in the crater and temple as the slime will rust it. Pick up the chime and leave.

QUEST EIGHT — THE MEDALLION OF POWER
Go to the temple of Angor and use the chime at the door. Go upstairs and kill the prior. Take his key. Go downstairs and find the button. Go down into the basement. Unlock the prisoner. Go back up to the first floor and pick up the sphere under the bed. Go in front of the grey



Power Boat Simulator

Aha! You know how I lurve those little maps that show you how to get around those plan view racing games like *Spy Hunter*?

Weellll... I do, and here's another one. They're brill, see? 'Cos you can see what's coming up along the way, which in this case could save you a lot of hassle. Cheers, **David Cassiday**. You'd find that name a lot funnier if you'd watched children's TV in the 70s.

NINJA MASTER

Jonathan Minton couldn't get past the bit where you have to chop the log. Know the trouble, Jon-Boy, I have problems with my logs too. Fortunately both **Paul Bainbridge** and **Derek Stuart** have a nifty little cheatette which makes even the most stubborn tree trunk seem like the feeblest twig. When you're selecting your keys for this level, use the Enter key again. Then when it's log time, press (one guess here) Enter and if it works you should score about 2,300. Neat, huh?

MOVIE

Big snags on this a month or so ago, with both the **Ellesmere Port Elf** and **FV Harper** in serious sewage. Fortunately my old mucker **Richard Swann** has come up with the goods, and how. So, snag by snag...

1. How do you move the suits of armour blocking the doors? Is there a password — and if so, what is it? "Well, the suit of armour near the start can be shifted by saying 'OPEN SESAME'. Is the one to the left of the southern alley a bit harder? Well, not really. All you have to do is put an object between you and it and push it out of the way. The one up the top of the map with the two balls (ooer) can be got past by saying 'PUZZLE'."

2. Can you get through the walled-up door? "No, the walled-up door takes no part in the game at all."

3. Can you get into safes? If so, how? "To get into a safe, stand well back and throw a bomb at it."

4. How do you tell Tanya from Vanya? "There is a way of telling the twins apart. When you find a girl, say "FRIEND OR FOE?" If she says "KILL KILL KILL", she's Vanya. If she says "THAT IS BEYOND ME", she's Tanya."

As for the Elf's question — what do you do with the thingy in the church? "The so-called 'thingy' doesn't seem to do much, and you don't need it." Thanks very much, Richard.

BACK TO SKOOL

Actually, Richard's been a bit of a brick this month, as his complete solution to *Back To Skool* has been not a little helpful in solving **Michael Williams'** probs. (Three games to you, M Swann!)

Q: What is the combination for the bike chained to the conker tree?

A: When you have found the water pistol, fill the cups underneath the stairs in the boy's school. (*What with, Richard? What with? Dr B*) (*Shut up. Ed*) To get the code, stand so that your head is just below the first floor's floor. On the shelf where the cups are you'll find two ledges. When a teacher is about to pass under one of these, fire the catapult. When you have all four numbers, write them down on the blackboard and the bike will unlock.

Q: What is the combination for the Science Lab storeroom?

A: Do the same as for the bike, but fill the cups with sherry.

Shall we call this Dr Swann's Clinic? (*Yes. You're fired. Ed*)

V

Phew! Got my job back (the Ed and I go back a long way — and fortunately I've kept the negatives). Now to **Andy Robbins'** problem with this rubbishy old game. "Can someone please tell me how to set explosives, dissipate red dust through the air purification plant and escape using the craft?" Yup, the **Ellesmere Port Elf** can...

"No probs, matey. To set an explosive go on to the communiputer and press the symbol that looks like a lightning bolt. Then type in the first four numbers that are on the display above your score (using the block of right-handed symbols — two by three) and press the lightning key again. The formula for the red dust is broken down in the various labs and must be taken to the air purification plant. To get past security doors press the bottom left computer button to see the code, then try and get it all the same by using the right handed numeric buttons on the communiputer. They do the following (listed left to right, top to bottom). Change first and sixth (dig it), first and fifth, second and fourth and sixth, first and fourth, second and sixth, second and third. That should help him, I think!"

I hope so, Elf — personally, I don't know what on earth you're drivelling on about. But thanx all the same.

MASTERS OF THE UNIVERSE

Jon Minton's snagette ("How do you get the last object?") prompted a letter from Clinician **Andy Harris**. So what do you do, Andrew?

"Get chord one from the cemetery. Get chord two. Get to the scrapyard before 6.30 and defeat Blade and Karg to get chord three. Get to the store before 4.30 and kill 70 ghosts to get chord four. Get chords five and six, then go to the rooftops. Get in your space disc, kill the enemies to get chord seven, and fight Skeletor to complete and win the game."

Phew! Sounds hectic. And if you don't manage it?

"Get stuffed!"

Ta. (And thanks also to **Stephen Cole.**)

NIGEL MANSELL'S GRAND PRIX

Mark Young, as you may remember, couldn't qualify for the Spanish Grand Prix — and, it seems from my mailbag, neither can anyone else. I think we have to assume that this is a particularly silly bug. Unless, of course, you know better...

HAYLP

Rob Gaffney: "I have a problem regarding *WEC Le Mans*. Every time I finish Level One the game restarts from the beginning instead of going to Level Two. As you can imagine, this makes the game rather hard to complete. Has anyone else had this problem?"

Kev 'Ace' Maplesden: "Is there anything you can say to the parrot in *Movie* that gets you a helpful reply?"

Tim Bairstow: "How do you get Caspar the key in *Knightmare*? And what do you need to cast spells?"

Andrew Jones (the New Zealand batsman? I think not): "In *Scuba Kidz* how do you get past the third reef? I always run out of air."

Right, that's it for this month. Sorry, but we'll have to hold the *Magic Knight* special over to next month, but in the meantime, if you have any snags of your own, or can solve any of these, write to Dr B's Clinic, *YS*, 14 Rathbone Place, London W1P 1DE. Anyone printed (ouch) wins a badge!

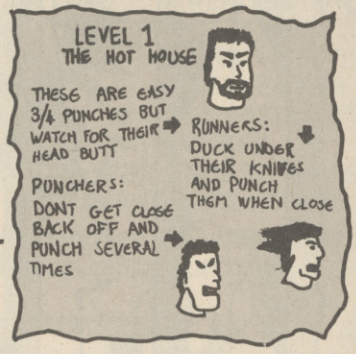
prior and use the sphere. Then pick up the medallion. You then load in some more groovy graphics and that's it. You've finished."

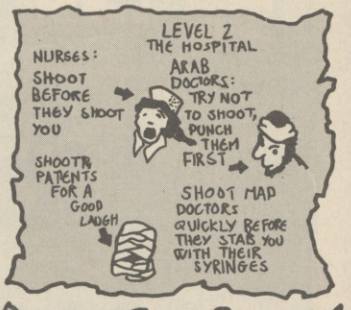
Unbelievable! I thought we'd never get there. What a relief. Super.

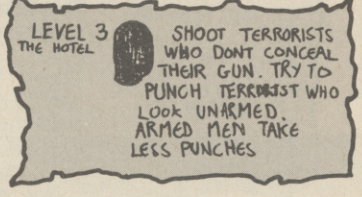
Red Heat

Hah! I thought this film was soooo brilliant. All that swearing and gunplay, JUST the sort of thing to watch with your granny over a nice cuppa tea. Anyway, I think Arnie's skill, and I don't mind the game either, just like **Lee Bryce**, **Stephen Wheel** and **John Cooper**. Take it away, comrades.

"Don't use the punches, they're too slow. Walk back and forwards and the enemy won't hit you. Go as far left as you can and head-butt until you knock a few down. Duck when the karate jobbies come on. If nowt happens when you get a B icon, be careful of a snowstorm. On Level Two just punch. Don't shoot the bandaged guys.







On the subgames, do like this:

CRUSHING STONE
Just keep in rhythm. It doesn't have to be very fast, but it does have to be in time.

THE KEY
This is colour coded but you must be fast.

DOOR GAME
This one's easy. Keep your cool and it's only left, fire, right and fire. Don't shoot the little bloke with the pram, the dog, the topless woman and innocent things. Shoot the guys with the guns before they shoot you.

THE DOLLAR BILL
This is a bit complicated, but keep your calm and watch your time."

Nice one, comrades. "Technologee-a-deprad-vee-eta" as we say in Russia. Which is either a sort of dessert, or thanx very much.

Vatman

Yup, it's another Smash Tape tip. It's funny, you know, I get almost as many tips for these games we do on the covers as I do for real full-price games. (*They ARE real full-price games! Ed*) Okay, I know that, but they are free! (*Oh, alright then. Ed*) So without much more ado, here's **Marc 'Ginge' Holliday**.

"Wait 'til the chaps are well clear of the grannies before you hit them. Stay roughly near the beginning. Don't collect energy pills 'til the end, 'cos you need all the energy you have for the knifeman. When you've killed the 200th enemy, travel right, collecting energy pills as you go, then kill the knifeman."

Hmm. Got red hair have we, Marc? Hah. Thought so. Thanx for the tips anyroad.

Blob the Cop

We've had some complaints that not enough girlies write in to *Your Sinclair*, so to scotch the rumours that real women don't use Speccies, here's the slim and sexy **Jennifer Simpkins**. (I don't really know if she's slim and sexy, but it sounds good, and who knows, she might be?!)

"Hmph. I found a nice little cheat for *Blob The Cop*. If you press left, right, left, right, left and so on a little helicopter comes out of your backpack. And what a nice little thing it is too. (Fnar!)"

Gosh. A girlie in Tipshop, and making rude jokes too! Blimmin' Ada. Thanx, Jenny. How's about some more tips from you, hmm? Kissy kissy? (*Yuk, I hate it when he gets all slobbery like that. Put it away, Snout. Ed*) (*Yeah, before I cut it off! Jenny*) Gulp.

Batman the Movie

What? A tip for *Batty* already? Well, yes, 'cos what we've actually got here is a hint courtesy of **Philip Kiernan**. Take it away, Phil...

"I found a def cheat which I presume also works on the real finished game. You'll have to print this because it's great, y'know. It saves the player going to places he/she would normally have to go to but which normally waste about 30 seconds. Here's the cheat.

On the chemical factory level, walk right past the ladder, swing up, go right, avoid the drops, jump down to the platform below, walk over to the brick wall on your right and stand as close as you can to it, facing right. Swing directly upwards to the platform just above, then turn to the left without moving in that direction. Now swing the Batrope diagonally left and keep your finger on the Up key. Immediately, you should be whisked right up to a platform. This will save you about 30 secs. Otherwise, never go up and down ladders — it's a waste of time. Swing up or jump down. You're Batman, for goodness sake!"

Thanx, Phil. Your badge is in the post, Batperson. Any more tips for the game will be gratefully received, by the by.

Green Beret

Ahhh, good old *Green Bert*. I've really missed ol' *Bert* in the Worra close-run thing it was this month for the TOTM. It was very nearly *Thunderbirds*, y'know. But, at the last minute, I got all steamy-eyed about all those 007 tips I'd gotten. Hah! And so here they are, from my li'l old chums **David White**, **Paul McGuigan**, **Alexander Kingham**, **Curtis Halsord**, **Malcom Begg**, **Mike Walters** and **Ronald *'Robocop'* Graham**. So get those watch cameras out, all you secret agents. Shhh. Sorry, better not mention secret agents. Well, you never know who's listening.

TIP O'THE MONTH

Licence to Kill

"STAGE ONE
Pull down diagonally left and shoot the four gun emplacements. Next move to the bottom middle of the screen and shoot at Sanchez's jeep. When you have passed the tall building on the right, move right and shoot the gun. Stay at the back and shoot the second gun when you have passed the wall. Move forward a bit and shoot the two guns which are next to each other, whilst dodging the wall. Go on to the road and fly forward. Stay on the road and dodge enemy fire. Shoot at the jeep when it is in sight. To avoid damage, slow down when a gun fires at you. At the first crossroads move left staying on the road and shoot the gun. Get back to the middle of the road quick. Go forward. At the second crossroads, move left staying on the road and shoot the two guns. Move back into the middle of the road and move to the top of the screen. Dodge enemy fire. Pull back quick when you get to the end of the road.

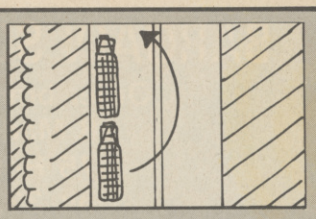
STAGE TWO
This stage changes every time you play it, but the idea is to choose a man to shoot, get in a safe place, line your sight up at the right angle to hit him, then move forward and fire. Do this with every man. Don't waste ammunition. Always pick up magazines. The enemy's shots are quite slow so you can dodge them. If you have already got three magazines, and some shots, waste the shots and pick up the magazine. This way you have more bullets. Shoot the oil drums to blow up men. After you have completed the game once, not all of the oil drums will blow up.

STAGE THREE
Keep firing and guide James to the back of Sanchez's plane.

STAGE FOUR
Only go underwater when James is about to be hit by bullets, and when he gets a harpoon off a diver. Do this by firing when he is on top of you. Guide James under divers to get the harpoon, dodge the boats and collect the drugs.

When you have a harpoon, line James' right arm up with the right hand float on the plane and fire. You will now be pulled along by the plane. Push forward and dodge the boats and rocks. When you catch up with the plane this stage will end.

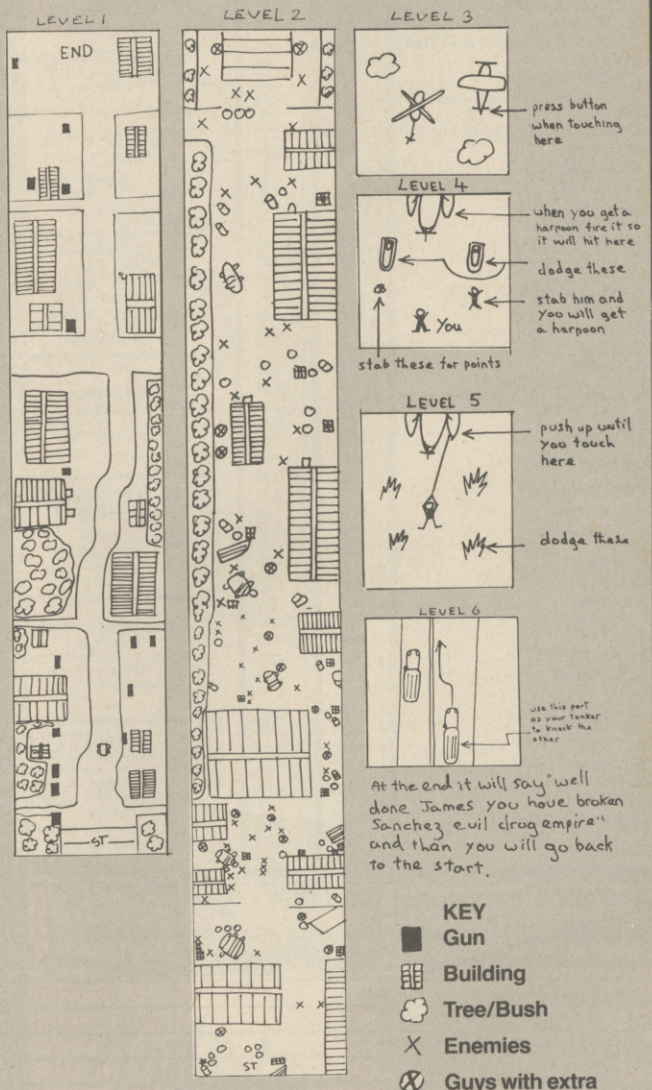
STAGE FIVE
Push forward to get up to full speed with your tanker. Tap your stick or key backwards, so you get near the bottom end



of the screen while still travelling at top speed. Move to the left of the road but don't hit the side. When the tanker comes on let it get just in front of you then move right and up to get past it. Don't hit the side of the road. When you're past the tanker, hit its cab with the back of your tanker 'til it blows up. There are five tankers, and the fifth one is Sanchez's. He may fire stinger missiles. Dodge them."

And now a map from **Malcolm Begg**. Thanx, Malc.

And there you have it. Brillo skillos. I like your style, worthy of Mr Bond himself. Take a badge... (Chink.)



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PRACTICAL POKES

More multiface madness with Macca Mac.

Still a bit on the emaciated side, this column. Mind you, a rolling stone gathers no moss, eh? (*What? Ed*) Alright then, a bird in the hand is worth two in the bush, too many cooks spoil the broth, or... (*That's enough colloquial expressions, thank you. Ed*)

TEFAL MEN

The sole contributors of real meaty POKEs this month were those whiter-than-bright hacksters, **the Tefal Men**. So here they are. (Well, their POKEs at least.)

MIG 29

```
  5 REM MIG 29 POKES TEFAL MEN
 10 CLEAR 65482:LET T=0:LET W=0
 20 FOR F=65483 TO 65513: READ A:
POKE F,A
 30 LET T=T+W*A: LET W=W+1: NEXT
F
 40 IF T<>58836 THEN PRINT "ERROR
": STOP
 50 DATA 243,49,0,0,221,33,0
 60 DATA 64,17,220,191,62,255
 70 DATA 55,205,86,5,49,0,0
 80 DATA 212,203,255,62,36
 90 DATA 50,213,167,195,196,193
100 REM HELLO ALL KENYONS ROBOTS
```

BOMB JACK 2

```
 10 REM BOMB-JACK 2 BUDGET
 20 CLEAR 60000
 30 LOAD ""CODE
 40 POKE 65225,246
 50 POKE 65226,255
 60 FOR F=65526 TO 65532
 70 READ A: POKE F,A: NEXT F
 80 DATA 175,50,35,99
 90 DATA 195,0,91
100 RANDOMIZE USR 64706
110 REM HI MRS BAGLEY
```

FAST FOOD

```
 10 REM SCOOBY DOO
 20 LOAD ""CODE
 30 FOR F=34300 TO 64307
 40 READ A: POKE F,A: NEXT F
 50 DATA 62,255,50,186,111
 60 DATA 195,168,97
 70 POKE 64027,44
 80 POKE 64028,251
 90 RANDOMIZE USR 64000
```

CHEATS

And to cap it all this month I have a few cunninger-than-cunning cheat modes for you.

Strider
On the title screen hold down 'Z' and '0' and the border will flash. Once in the game, press Pause (with 'H'), then Shift and '2' will advance you through the level.

Ghouls 'n' Ghosts
'Enter' toggles the sprite collision on and off. A blue border means no collision detection.

Last Crusade
Hold down 'OTD' on the title page and 'Shift 2' will advance you through the level, while 'Shift 3' will advance a level.

Human Killing Machine
Hold down 'GO' when you start and 'X' will advance you a level.

Titanic
The password is 'SUSIE'.

SCROLLING CREDITS

A few people who spent 20p sending me hacks that I've unfortunately printed before — **David Jones**, **Georgina JS**, **D Stuart**, **Mark Steady**, **Charles Sweetman**, **JS Gage**, **G Robinson** and **Pete Goodcliffe**.

Right, that's it! Keep sending the goodies in. The address is David McCandless, *Practical POKEs*, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. Toodle pip!

MULTIFACE CORNER

The POKE springs may dry up but the multiface corners keep coming. Here are a few, scribed by **Jonathan Kaye** and **Andy 'Rexton R' Ryals**.

Game	POKE	Effect
Human Killing Machine	35061,0	Never Die
	38647,0:38722,0: 38748,0	No Attacks
	39830,0	Frozen Enemy
	40519,0	Lives
Last Crusade	43076,0	Lives
	42596,X	X=Lives
Navy Moves	49036,0	Lives
New Zealand Story	50000,0	Immunity
	51732,201	No Nasties
	51771,201	Arrows
Operation Wolf (128K)	39728,0	No Enemy Fire
Robocop	31007,0	No Baddies
Sanxion	35028,0	No Aliens
Stormlord	33251,61	Autostart
	33866,0	No Fire Pods
	34092,0	Immunity
Vatman	56681,0	Immunity
	52134,0	Autofire
	55435,0	No Enemy
	55445,0	Single Thug
	56547,0	Immunity

Tipshop, y'know. He was one of the best running tips I ever had. This was in the old days, when that Hex Loader fellow used to run things, remember that? But now, it's been re-released! Yee hoo. So now a million and one other people will send tips for it in to me. Azowie! And the first of these is **John Anderson**.

"Okay, *Bert*, off we go...

ARMED MEN
These are deadly as they pop up from nowhere, so, when you see one, lay on the ground and stab at its feet by moving left/right on the ground. You don't get splatted by the fatties.

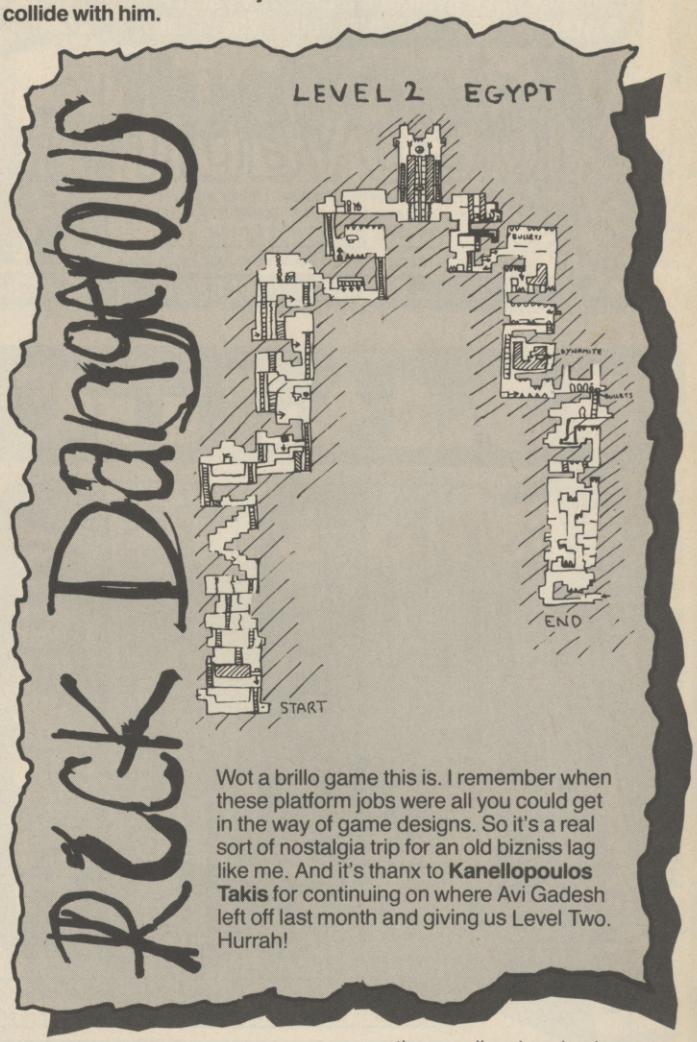
JUMPING FATTIES
Jump and stab in their direction diagonally.

RUNNING FATTIES
Just walk as normal and stab early, because otherwise they'll just run straight through you. On the bottom level don't jump if there's a bloke above or you'll collide with him.

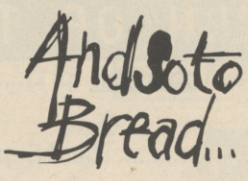
GROUND BOMBS
Do not try to jump these because you might not make it and run straight into a fat flying kicking bloke. So take the safe way up the ladder.

GENERAL TIPS
On the opening level, stab the men with the headbands as they'll give you a flamethrower. Don't use this until the end of the level where the truck pulls up. Use it when the nearest attacking man gets close to you and throws it. It'll go through a load of 'em. If you don't, you'll still have a couple left. And by the way, the coolest controls are Left=O, Right=P, Up=Q, Down=A, Stab=SPACE and Shoot=ENTER."

Coo. Aren't you just the Arnie of Essex, eh? Remind me not to meet you in a dark alley, all this stabbing an' stuff. Yowch! Nice tip though. BADGE MONITOR! Fling the badges over will ya...



Wot a brillo game this is. I remember when these platform jobs were all you could get in the way of game designs. So it's a real sort of nostalgia trip for an old bizniss lag like me. And it's thanx to **Kanellopoulos Takis** for continuing on where Avi Gadesh left off last month and giving us Level Two. Hurrah!



Well, it has been nice, breaking bread with you all. But it's time to go, alas and alack, lawks and any other medieval saying I can come up with before the end of the page. But if you have any tips for the Shoppe, then dash them downe on a parchment and post them off, poste haste, to Philip Snoute, *YS* Tipshoppe, *YS*, 14 Rathbone Place, London W1P 1DE. And remember, i'faith, that any we print in the Shoppe will get a *YS* badge with 'I Got Big Tips' on it. Prithy. Thass it. Bye!

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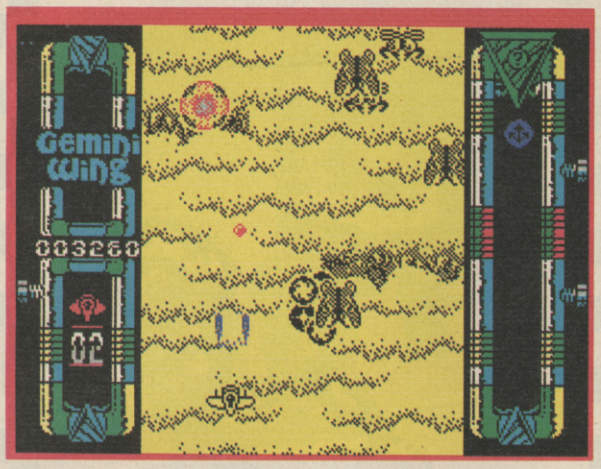

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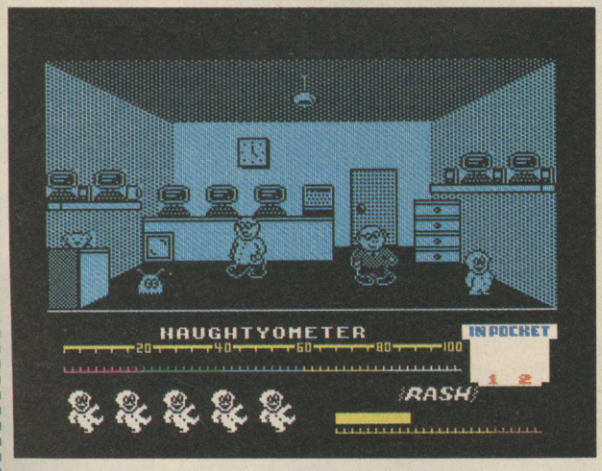

JACK THE NIPPER

arcade adventure

NOURISHING TIPS

WOLFMAN

Part 1

How To Be A Complete Bastard
by **Dominic Rackstraw**

Take the shears. Drink the stock of booze, found in the same room as the shears. Give someone a haircut. Eat the curry to build up the Fartometer. Take the sheet. Wait until at least two people are in the same room as you to do ghost impressions. Take the blanket and wear it. To relieve yourself, go to the toilet and select Urinate.

DON'T drink all the 'Monster Get Pissed Fast Lager'.
DON'T eat frozen chicken.
DON'T eat frozen pizza.
DON'T eat frozen body.

Throw the body, the pizza and the chicken at people.

Gemini Wing
by **Martin Dobson**

For those who have a Multiface and Lifeguard, all that needs to be done is load in Lifeguard, load in the game, press the red button, set lives counted to four, select DEC HL, and then press S and N.

In case you need them, and would prefer to play the game straight, here are the passwords:

Level Two	EYEPLANT
Level Three	WHATWALL
Level Four	GOODNITE
Level Five	SKULLDUG
Level Six	BIGMOUTH
Level Seven	CREEPISH
Final Message	FINALFXS

Wolfman (Part One)
by **Carl Richardson**

WASH HAND, LOOK MIRR, WASH FACE, OPEN DRAW, GET TUNI, REMO DOUB, BURN DOUB, WEAR TUNI, E, N, W, EXAM LID, GET KEY, E, S,S,E, MOVE BOAR, SEAR ROOM, OPEN TRAP, D, INSE KEY, PUSH KEY, REMO KEY, GET BOOK, READ BOOK, READ BOOK, U,W,N,N, WAIT (six times), CLOSE EYES, N,N,W,S, GET FLASK, E,S,S,S, FILL FLASK, N,E, WATER WEED, W,E, SMELL BLUE BLOOM, W,N,W,S, WAIT, S,S, GET FLINT, N,W, EXAM POOL, GET RUSH, E,E, PIER CRUST, HIT FLINT, LIGH RUST, W,N,N,E, THROW FLINT, N,E,E, WAIT (eight times), W,W,W,W, HOWL, E,E,N, GET COFFIN, E,S,E,E, STAND COFFIN ON END, PUT COFFIN IN WATER, ENTER COFFIN, S,S,S, GIVE BOOK.

Jack The Nipper
by **Dominic Rackstraw**

To get the peashooter, jump up on to the chest of drawers, go to the right, jump on to the post of the cot, go as far right as you can, jump on to the other post, jump on to the shelf and get the peashooter.

To blow up the computers, get the battery from the police station, go to Just Micro and go up to the plate in the counter. When the screens go blank GET OUT, or you'll get spanked.

To gum up the works at Gummo's Chomping Molars – get the glue from the launderette, go to Gummo's, jump at one of the levers and, as the whole thing goes blooey, get out quick!

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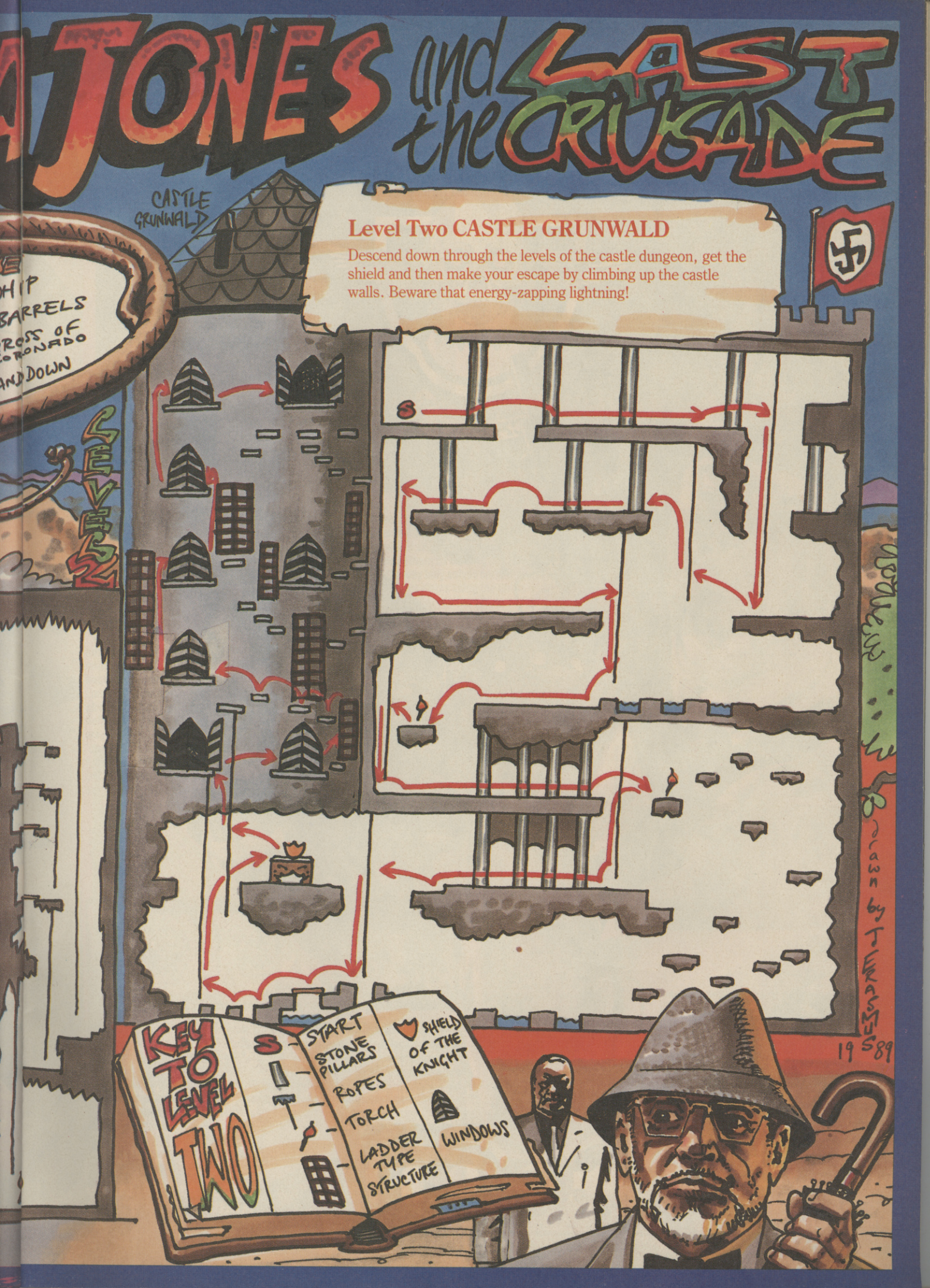
JONES and the LAST CRUSADE
CASTLE GRUNWALD
Level Two CASTLE GRUNWALD
Descend down through the levels of the castle dungeon, get the shield and then make your escape by climbing up the castle walls. Beware that energy-zapping lightning!
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KEY TO LEVEL TWO
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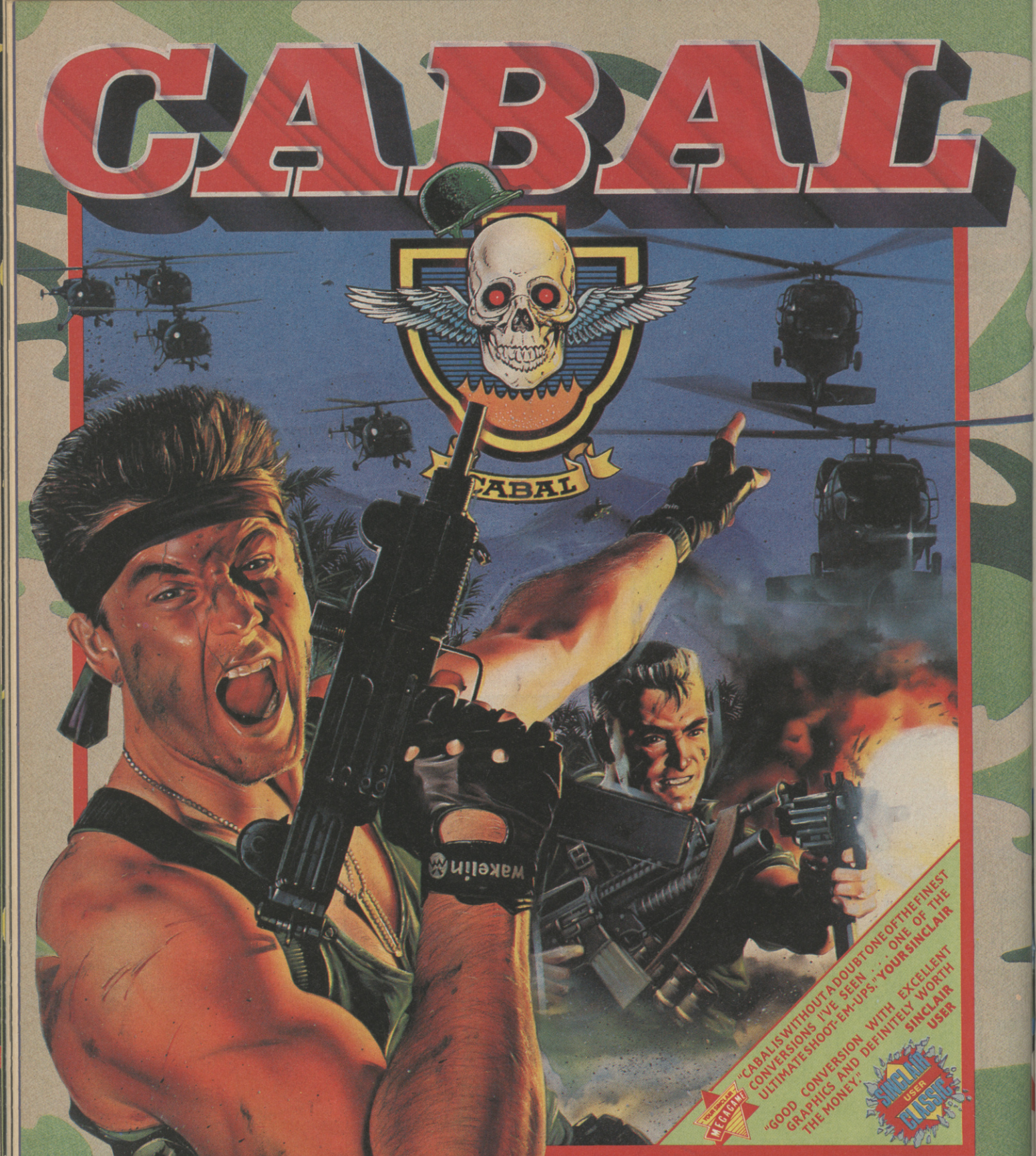
STONE PILLARS
ROPES
TORCH
LADDER TYPE STRUCTURE
SHIELD OF THE KNIGHT
WINDOWS
drawn by J. ERASMUS 89

CABAL



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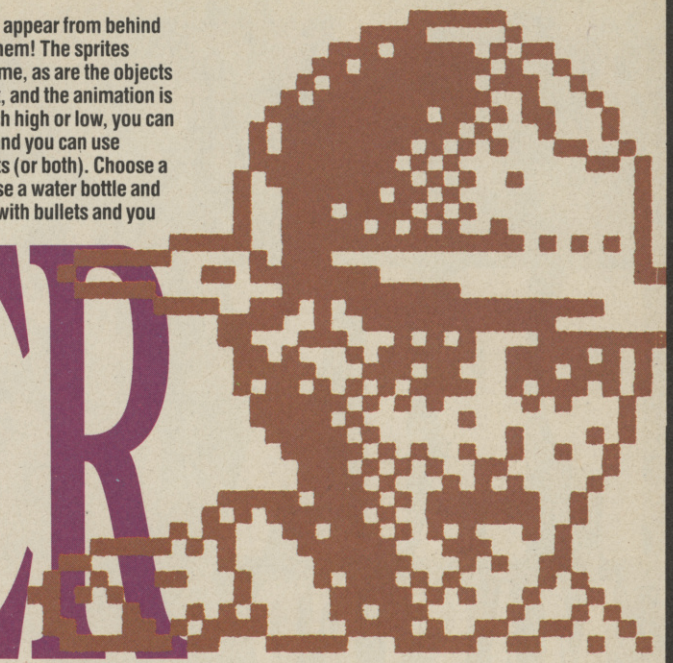
System 3/£9.99 cass/£14.99 disk

Davey System 3 – they thrilled us with *Last Ninja 2,* they went a bit wobbly with *Dominator,* and now they're entering into the *Indiana Jones* explorer-type domain with their latest offering, *Tusker.* And, you'll be pleased to hear, it bears much more of a similarity to the former in concept and gameplay than the latter. Hurrah!

TUSKER



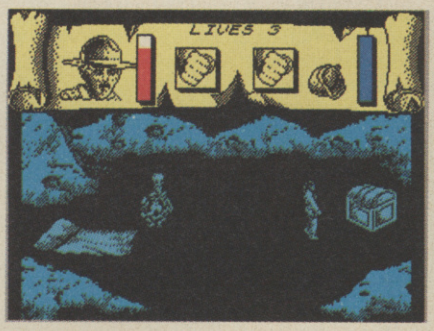
You take the role of the intrepid explorer trying to realise your dad's ambition, just like in *The Last Crusade.* Only whereas Indy's pop was obsessed by the Holy Grail, your dad's obsession was... Calvin Klein aftershave! Ho ho, only joshing, readers. No, what he really dreamt of finding was the fabled Elephants' Graveyard. The only thing was that on one of his expeditions he popped his clogs! So, being the loyal son, you venture forth to continue his work.

Like *Last Ninja II,* it's a sort of 3D scrolling arcade adventure. Unlike *Ninja* though, it has three multiload levels instead of six. But then again the backgrounds are all in colour this time and feature some nice touches, like the way your sprite is half obscured when he goes behind solid background details or up to his waist in water. It's a bit weird the way that you're also obscured by foreground detail, 'cos it means it's possible to get creamed by an Inca type with a big mallet without seeing what's going on! Still, the overall impression of the graphics is very good – these allow for exciting *Indy*-type situations, in which bad guys appear from behind huts when you least expect them! The sprites themselves are in monochrome, as are the objects and weapons that you collect, and the animation is pretty neat too. You can punch high or low, you can kick, you can pick things up and you can use different weapons and objects (or both). Choose a knife and you can stab, choose a water bottle and you can drink, choose a gun with bullets and you can shoot. Get the picture? There are all sorts of beasties to be killed, including zombies (which creepily reassemble from piles of bones in front of your very eyes!), man-eating plants, and even bloomin' dinosaurs!

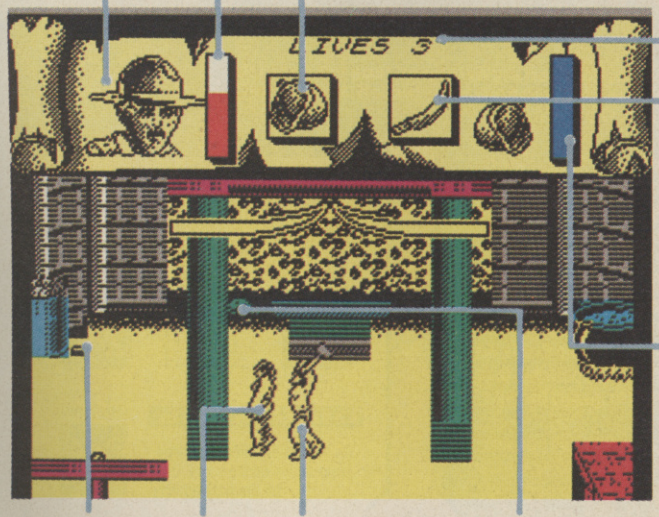
The best thing about it though is the way *Tusker* captures that certain 'je ne sais quoi' feeling (as the French would say) – that element in the *Indy* movies which made them so exciting and fun-packed. For me, it's the way Indy solves certain puzzles and overcomes problems using the unlikely objects to hand. This is what you have to do in *Tusker.* Present the right object (or combination of) at the right time and in the right place, and you'll get a clue to help you in your quest. There are loads of objects to be picked up, and these can be used to fulfil different purposes.

If, like me, you loved the *Indiana Jones And The Last Crusade* game, but bemoaned the fact that the problem solving and puzzle element of the movies was a bit lacking, then try *Tusker* for size. An arcade adventure with the emphasis on adventure, with some pretty spiffy graphics and a good many hours worth of puzzling. Mappers and tippers will be in their element!

"You can tell by the way I walk, I'm a ladies' man, no time to... AAArgh!" It's the start of Level Two, and I seem to be in a bit of an impossible predicament! No matter where I cross the swamp, this great big Swamp Thing keeps coming out and braining me! (Basically, it's a case of not 'where' but 'how'. Hint, hint.)



Ah ha! A treasure chest! Now, how do I get it open? (Lookout!! Behind you!! Reader's voice)



Lord Baden Powell. (*What? Ed*)

Your energy.

The object in use. Use the keyboard to flick through what you're carrying.

This alternates between your score and the number of lives you have remaining.

The weapons in use. If you want to use the gun, for example, you'll need the one here and the bullets showing in the object window.

The water remaining. Drinking from your water bottle (put it in the object window) replenishes your energy. Don't despair if there's none left in the bottle.

An object.

Erm, you.

A bloke with a ruddy big mallet.

finalverdict

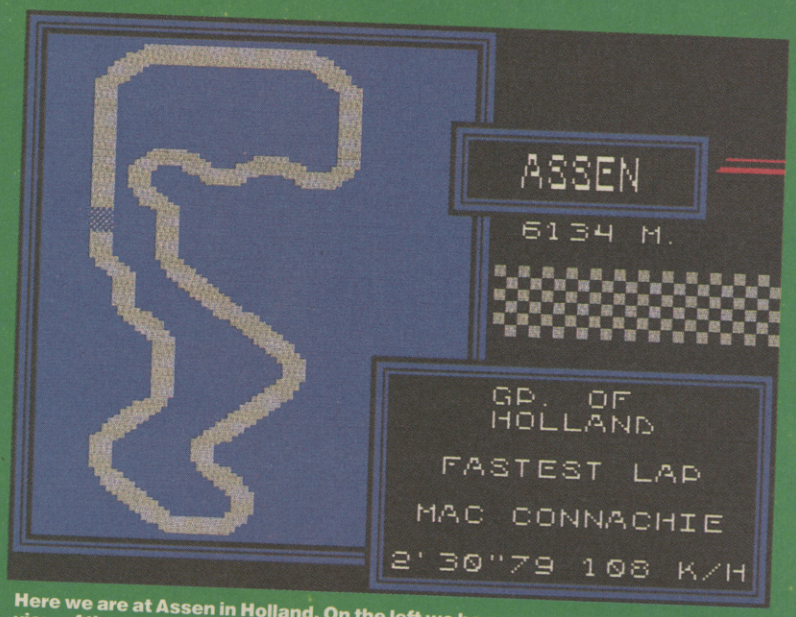
LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
78°	90°	80°	85°

DIAGNOSIS

System 3 back on track with an *Indy*esque game in the *Last Ninja II* vein. Smaller in size than *Ninja,* but with tons more colour and just as puzzling.

82°

GRAND PRIX MASTER



Here we are at Assen in Holland. On the left we have an overhead view of the whole course and on the right the impossibly fast lap record for that track. Can I beat it? Not on your nelly, chum.

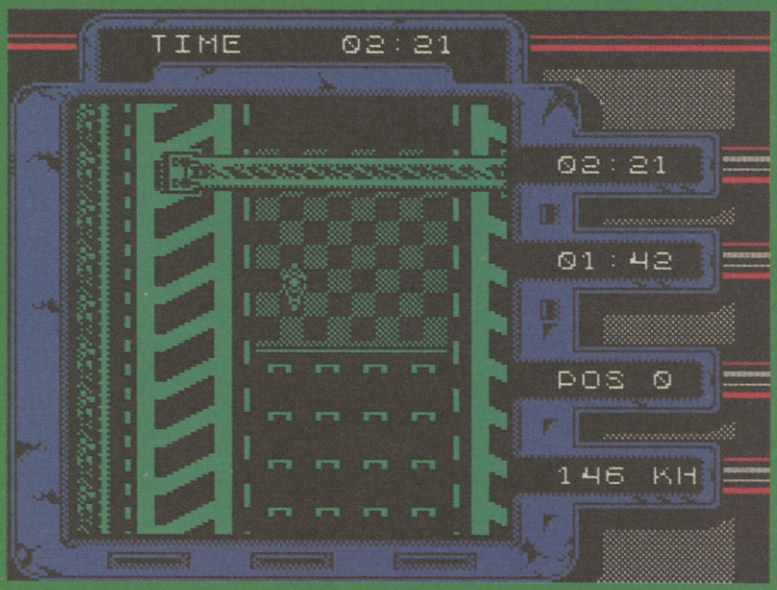
Dinamic/£9.95 cass/£14.95 disk

Jackie Caramba! Now I know Dinamic likes its games hard. I mean *Army Moves* was a tad tricky. And *Navy Moves* an incy bit intricate. But *Grand Prix Master*, the latest game from our Spanish amigos? It's nearly flippin' impossible!

Grand Prix Master is a viewed-from-above, motor cycle racing game in which you find yourself taking part in the 80cc World Motor Cycle Racing Championship. It's a game of points-tables, racetracks and bikes that look like tadpoles in which you get to play the Spanish Motorcyle Champion Jorge Martinez 'Aspar' (there's no Barry Sheene here, matey). The aim of the game is to compete against the other motorcyclists in the championship in an attempt to win it. So zip up your leathers, sit astride and prepare to race.

The game begins at the start of the championship season. There are seven hair-raising tracks ahead of you and you must qualify and compete in each one, picking up enough points en route to become overall winner of the championship. You have but five bikes to your name, so make sure that you don't trash all of them before you reach, say, the third track. Mind you, trashing your bike before completing the championship will be the least of your worries, 'cos first you've got to do the almost impossible — qualify!

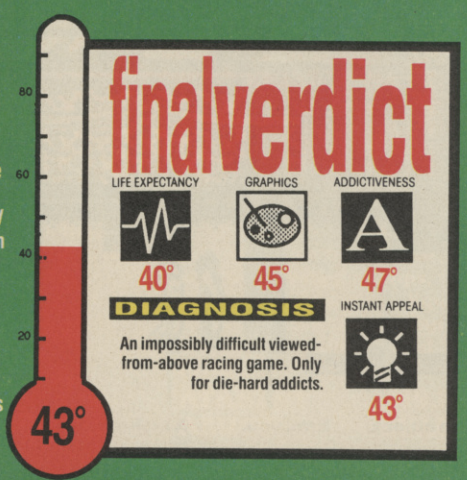
To do this, you must complete one lap of each circuit in the time given on the right hand side of the screen. This involves racing your bike around the empty viewed-from-above racetrack as quickly as possible and coming home before the given time. But it's easier said than done, race fans, 'cos the weird control system of this game means that it's very difficult to get anywhere fast. The only controls you are given are up, down, left, right and brake. And to get your bike to zip along el pronto you have to steer it in the same direction as the on-screen scrolling. So if the track starts scrolling down screen, you must steer your bike downwards to maintain your speed and so on. Sounds reasonable enough, I hear you say, but if you stop pressing down, or wibble about a bit from left to right, you'll find yourself decelerating. And just as you manage to sort yourself out, that inevitable bend suddenly appears and you have to change direction and lose speed yet again. Aaaargh!



And I'm off. As you can see, I'm on my own here, 'cos yet again I'm trying to qualify. The time I have to beat is on the left, but as ever I'm at least 20 seconds out. Oh well.

This tricky control system makes it very hard to qualify on any of the given tracks. And I found myself spending most of my time going round and round each circuit trying, and largely failing, to qualify for most of the actual races. I managed it once, on the Italian Grand Prix circuit at Imala. The race itself was actually quite fun, with all that jockeying for position and all. But generally, *Grand Prix Master* is so difficult to play that the whole aim of the game (to win!) becomes an impossible task because you never actually get to qualify for the races.

Obviously, our Speccy-loving Spanish cousins like their games hard, but since *Grand Prix Master* is graphically unastounding and near enough unplayable, I'd give it a miss if I were you — unless of course you're of Spanish descent. (*But you are! Ed*) Oh, yes. Oh well!



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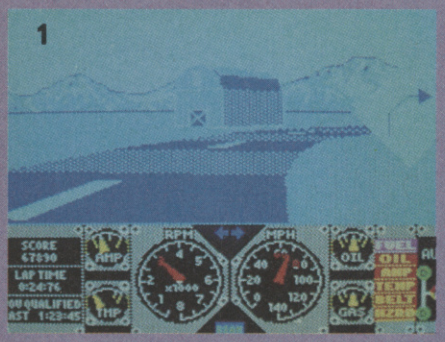
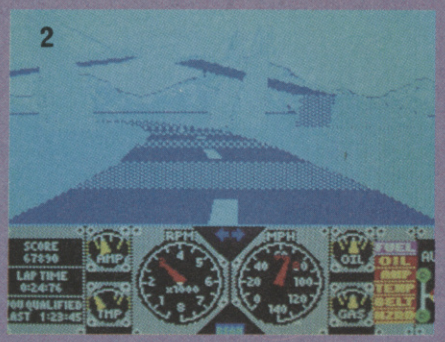
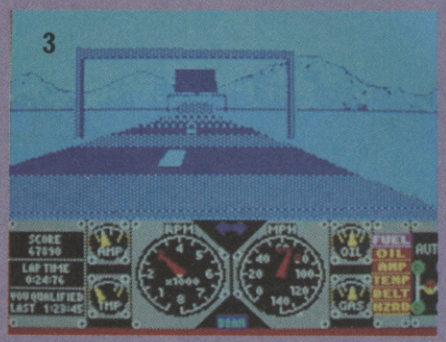
HARD DRIV



Taking the first bend on the Speed Track. It's pretty hairy I can tell you. But if I can get my speed down to 60 I reckon I should just about manage to squeeze round without skidding off the track.



Eeeeeeeooooooooooow! Out of that bend and on into the first straight, pedal to the metal or what? The drawbridge that I'm just about to drive under is actually the very same one I'll have to jump over on the Stunt Track. Blimey. Looks a bit dicey, doesn't it?



Checkpoint Charlie approaching. Will I make it in time to get an extended play and then have a crack at the current Phantom Photon?

Hard Drivin', the Atari coin-op, was billed as 'the most realistic driving sim ever' when it first appeared in the arcades earlier this year. What with its totally mad stunt and speed tracks, its 'centre-feel steering with continuous force feedback' (um, which means it felt just like driving a real car, Spec-chums), its 3D graphics, its adjustable swivel seat, its accelerator, brake and clutch pedals, not to mention its four speed gear stick, it really was the business. If ever Duncan disappeared from the office during the day you could bet your last milk gum *(I believe that one's mine actually. Chomp. Ed)* he'd be down the arcade having "just one more spin". The scamp.

Anyway, now this wonder of arcade machines is about to make an appearance on to our trusty Speccies — courtesy of Domark, of course. So Matt sent me hot-foot over to Putney to take a pre-release gander at it. But hang on a minute, I thought (as I mirrored, indicated and manoeuvred around Hyde Park Corner), if the whole appeal of the arcade game was its realism, how's it going to fare when it's all squished down into our trusty little black boxes? The answer, I was pleased to find out, is surprisingly well.

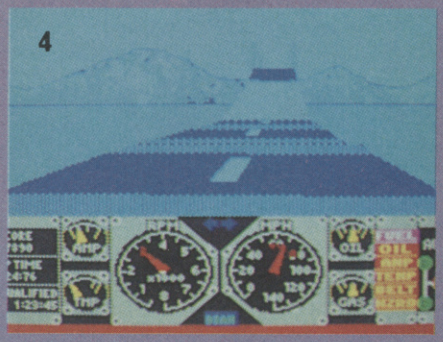
You see, the appeal of the arcade machine was not only its realistic driving feel (which obviously can't be ported across to the Spectrum), but also its realistic multi-directional 3D, solid-filled vector graphics (which can). Usually in racing simulation games, like *WEC Le Mans* and *OutRun*, all the cars are two dimensional and hurtle along the road in only one direction i.e. forwards into the screen. But in *Hard Drivin'* things are different. All the cars are three dimensional. There you'll be, hurtling along at a fair rate of revs, when, *neeeoooow*, a solid-filled 3D lorry will suddenly appear in the oncoming lane. Nothing new about that, I hear you say. After all, you got 3D oncoming traffic in *Turbo Esprit* and *Fire And Forget*. But was it as huge and realistic as this? Not on your nelly, chum. Just take a look at the Oncoming Traffic Box in the corner there if you don't believe me and at how the lorry in *Hard Drivin'* grows realistically bigger and bigger as it approaches you and almost fills the screen as it drives past. Berlimey. Have you ever seen anything like it?

Not only does *Hard Drivin'* look graphically whizzo though, it also promises to be rather fast and very, very playable.

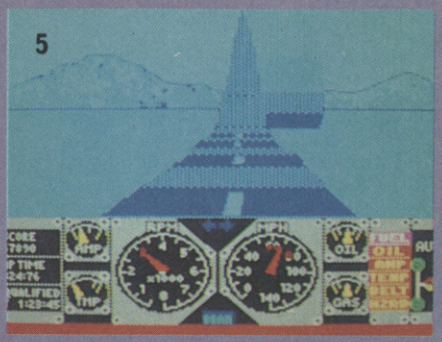
Just like in the arcades, you begin the game sitting behind the wheel of your Ferrari Testerossa. You view is through the windscreen of the car and your dashboard is in front of you, consistently displaying your score, lap time, position indicator, gear stick, revs and miles per hour. You can choose to drive in automatic or manual (it's easier if it's in automatic) and there are two road racing tracks ahead of you — a Speed Track and a really mad Stunt Track. The basic aim of the game is to drive your car once round either one of these two tracks, beating the time set by the computer. Sounds easy? Believe me, it ain't.

The Speed Track is murder. Just take a look at the banking bends and slippery straights on that map. Not only do you have to belt around the course as fast as possible, but also overtake slower cars and avoid oncoming traffic. If you're going too fast, you'll skid off the track and end up on the grass. *(The speed signs are there for a purpose then, eh? Safety Conscious Ed)* Then a little arrow appears, pointing you in the direction you

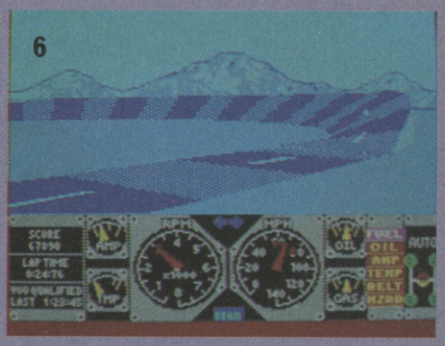
Neeeeeooooow! *Hard Drivin'* from Atari was *the* car racing sim to hit the arcades this summer. So when *Jackie 'Hard' Ryan* heard that Domark was well into completing the Spectrum version, she pulled on her driving gloves, jumped behind the wheel of her Reliant Robin and (after checking her *A-Z* of course) pootled on down to Putney to check it out. Vrroooooooooomm!! Chugga chugga!! Phutt phutt!!



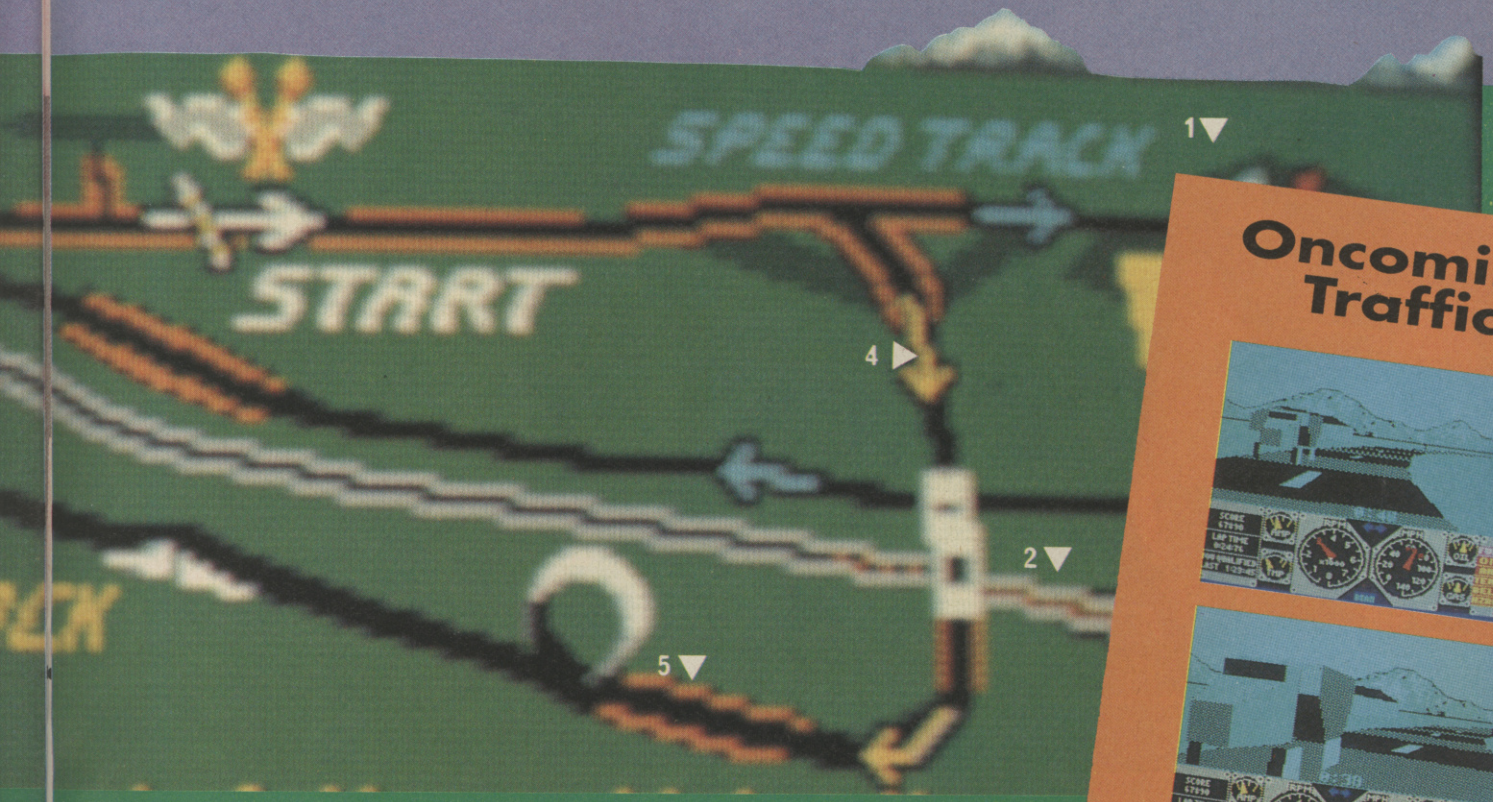
Oh no, I took the wrong turning back there and now I'm on the Stunt Track. Yikes! That looks like the opened drawbridge up ahead! Accelerate! Accelerate!



Wooooooaaaaah! It never rains but it pours! First the drawbridge and now a loop-the-loop. Cripes, better get into lane here too, 'cos it's a tad tricky to see any of the oncoming traffic zooming out of it. Geronimooooooo!



Gordon Bennett. Looks like I came into that bend a tad too speedily and now I'm grass bound. Must get back on the track within ten seconds though if I want to stand a chance of finishing. Vroooooom!



should go. In the version I saw you had around ten seconds to get back on to the track and make up some lost time by cutting across the grass, before the computer plonked you willy nilly back on the course, generally placing you further back than you were. Pah.

As for the Stunt Track. Well, have you ever tried leaping a draw bridge while pootling along at 30mph, or driving blind through a loop-the-loop at 50mph? It's flippin' impossible. Mind you, if you do make a pig's ear of it, you can always sit back and watch all your spectacular crashes from the comfort of your own driver's seat. 'Cos just like in the arcade version, this game has an instant replay crash sequence too.

Make it to the first checkpoint and you get the chance to go on and try to finish the circuit. But cross the finishing line and beat the clock and you then get to go on to the Championship Lap and face the Phantom Photon.

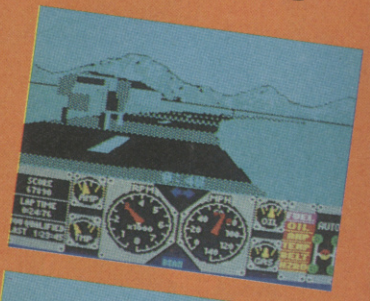
It begins with you and Phantom Photon lined up on the starting grid. Phantom Photon isn't a phantom though, oh no. He's a physical reincarnation (in yet another Ferrari, of course) of the last person to hit top spot on the computer. So you can be pretty sure there'll be some hectic pedal-pounding to get stuck into as you race against another car, rather than the clock, in the Championship Lap. (Oh, and since you two are the only vehicles on the road, there's no need to worry about oncoming traffic. Hoorah!)

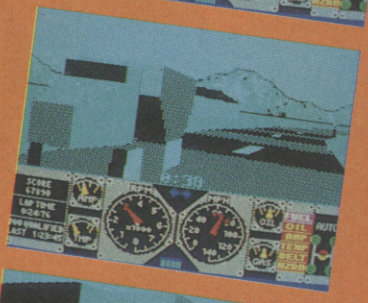
Phantom's motor always follows exactly the same course that the last Phantom Photon took to win the coveted title. But then the fun *really* starts when one of your previous Championship Lap drives makes *you* Phantom Photon and you end up racing against yourself!

Hard Drivin' looks like it's going to breath a new lease of life into the fairly tried-and-tested formula of car racing sims. Watch out for the full review next issue.

Game ..... *Hard Drivin'*
Programmers ..... **Binary Design**
Publisher ..... **Domark/Tengen**
Price ..... **£14.99/£9.99**

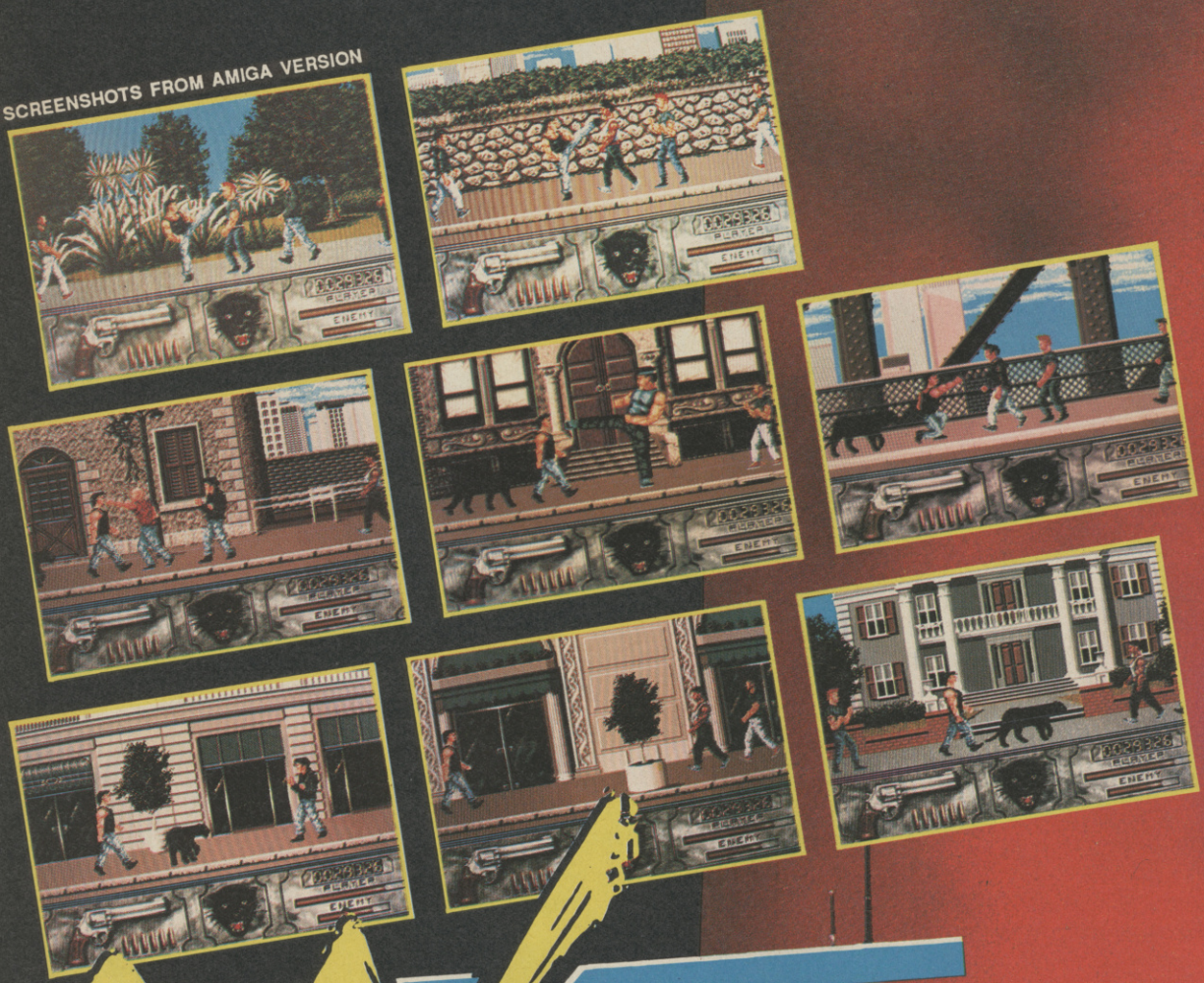
Oncoming Traffic





The thing that makes *Hard Drivin'* different from other road racing games is its oh-so-realistic solid filled 3D graphics. Have you ever seen anything like this? All the oncoming and overtaking vehicles seem to fill the screen as they approach and pass you. Just take a gander at these screenshots.That oncoming lorry just gets bigger and bigger as it comes towards you. Berlimey!

SCREENSHOTS FROM AMIGA VERSION



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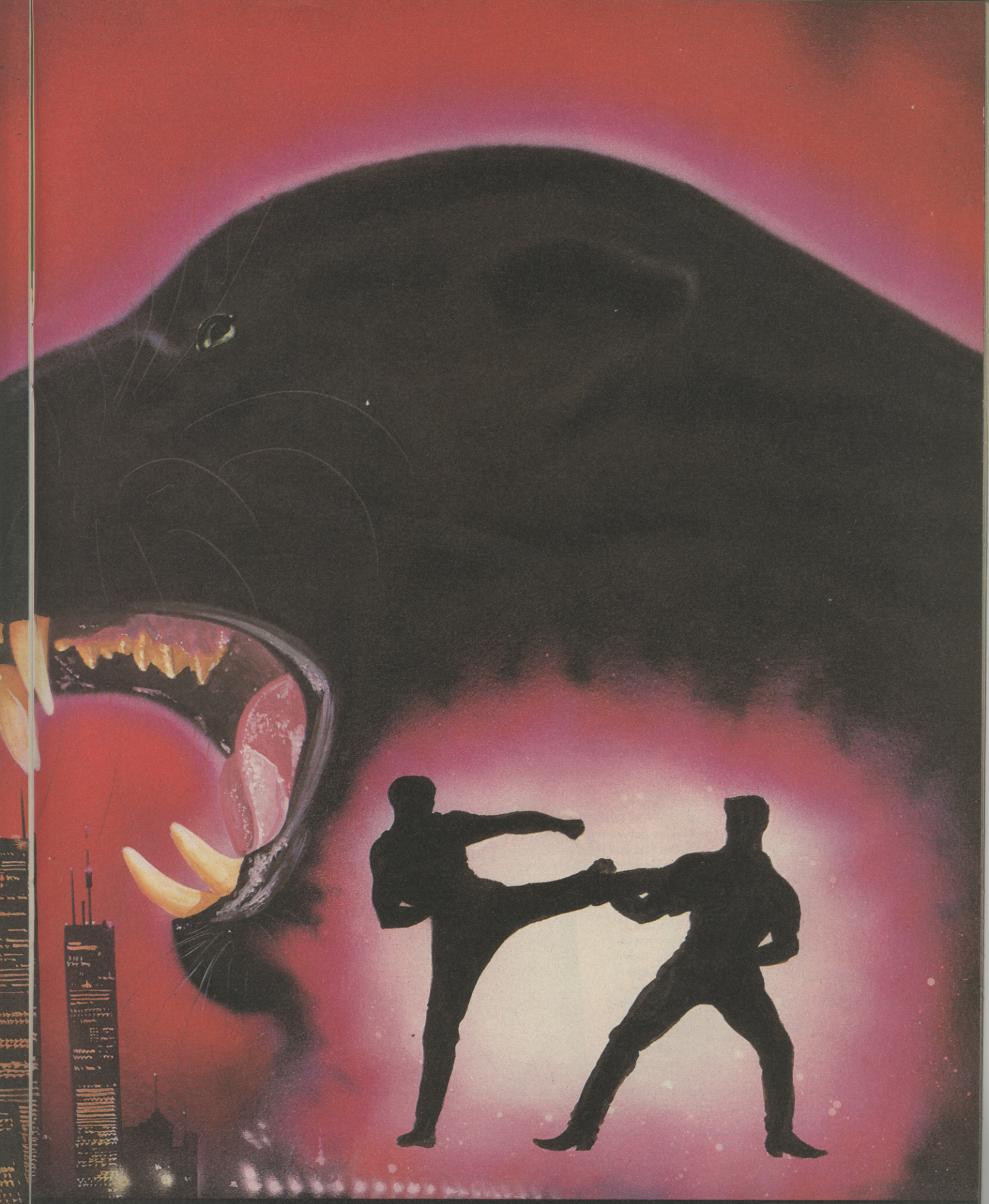

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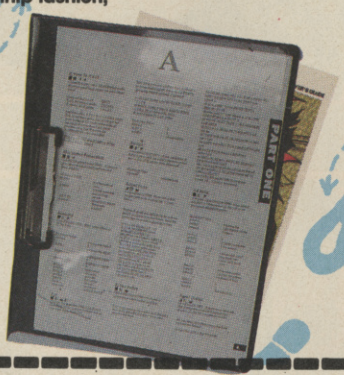

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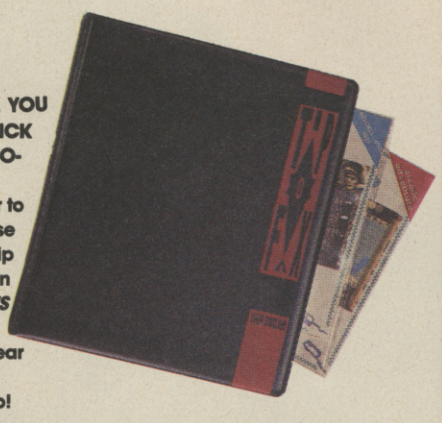

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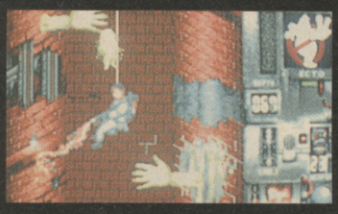

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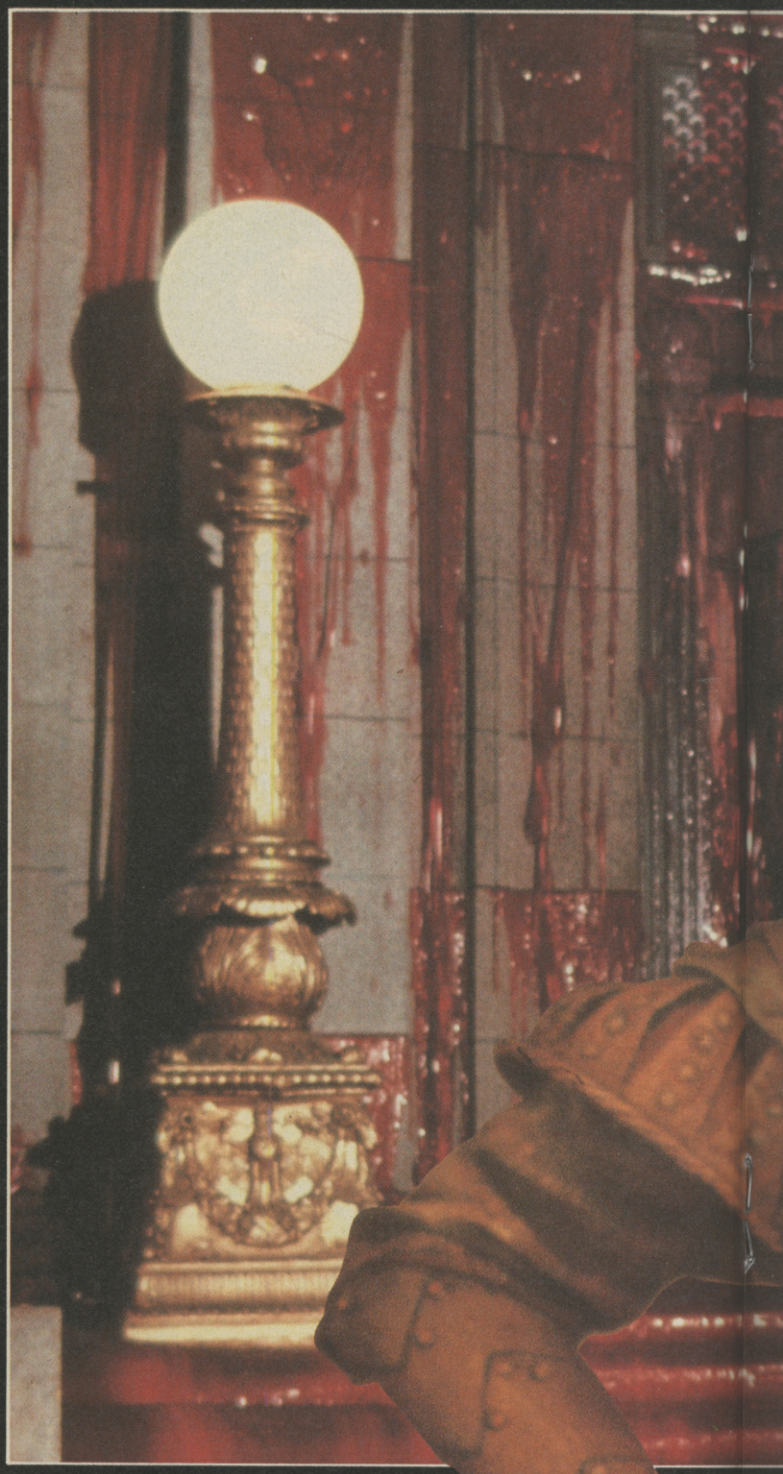

GHOSTBUSTERS™ II

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'RE BACK!

ACTIVISION

AFTER THE WAR

Dinamic/£9.95 cass/£14.95 disk

Kati And you thought a Hell's Angels' convention on a dark night in Swindon was a dangerous place to be. Well, forget it, because anyone who can tell their combat trousers from their nylon pyjama bottoms knows that the most hair-raising location this side of the chippy on a Saturday night is Manhattan. Not the most hospitable place at the best of times, let alone after a nuclear war! Cripes!

Yep, they finally did it. The superpowers pressed those cute little red buttons and the world's been blown up. The poor blighters still alive have either lost their marbles or turned in total desperation to the pleasures of the flesh (cannibalism that is, perv peeps). The only chance our hero, Jonathan Jungle Rogers (concrete jungle, geddit?), has to escape is to run like the blazes to a launching platform and scarper on a ship headed for space.

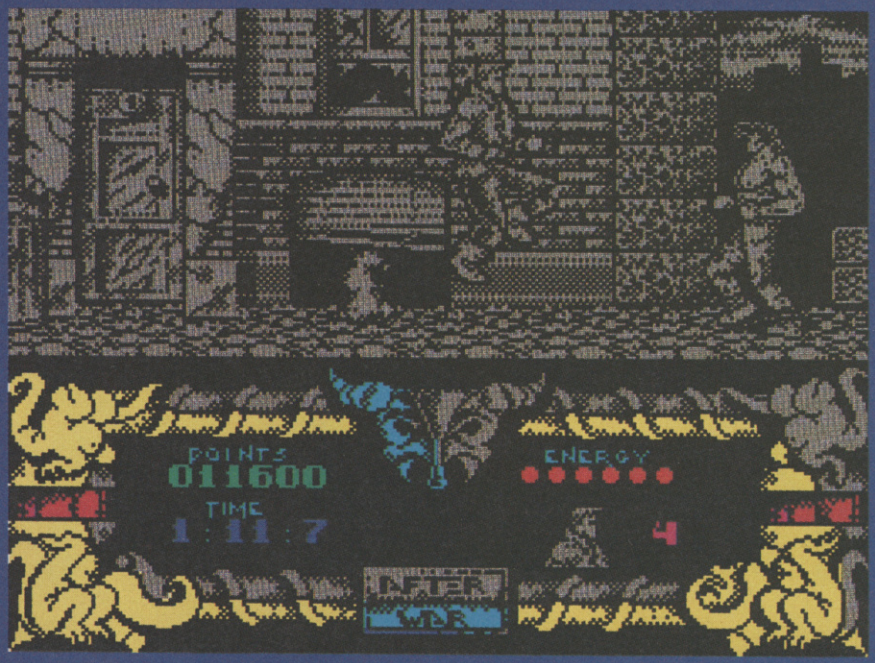
The upshot of this whole shebang is that you (our Jonathan) have got to fight your way through two loads full of crazed and frenzied radioactive blokes and robots (rotters). First off, you're hurled into the midst of one of those left/right flick-screen beat-'em-up affairs pretty much in the mould of *Vigilante, Renegade, Dragon Ninja* – you know the stuff. Basically, it's a case of kicking and punching diced carrots out of a bunch of radioactives who glow in the dark and throw dynamite at you. Then it's face to face with the extra tough end-of-level baddie. Ooh, what a surprise!

Second load, and the launch pad you're after just happens to be defended by a psychotic maniac with an army of defensive robots and gun emplacements to his name. The pesky blighters just won't let you get on with your job! They follow you, throw atomic mines at you and send out their mega kangaroo destroyers (big tanks with mega guns). Your honest-to-goodness bloke, just trying to escape the planet and make a better life for himself, has no choice but to pump them full of lead with his machine gun. What a shame.

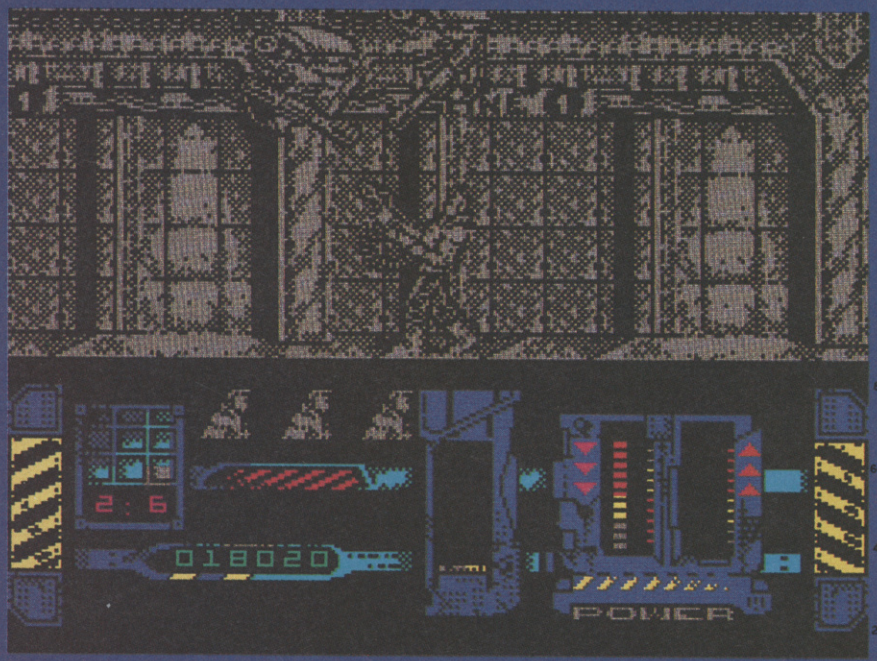
Well, that sounds like a pretty run of the mill beat-'em-up cum shoot-'em-up to me, I hear you cry. Well, yes. There's nothing mind-bogglingly new about this little number, I grant you. But having said that, it does have some of the biggest, mean-muther-looking sprites I've recently seen on the Speccy, clear if unspectacular backdrops and brillo 128K sound. The fighting moves on the beat-'em-up bits are a bit on the boring side (just punching, crouching and kicking) and poorly animated, but on the shoot-'em-up levels it really comes alive.

Wandering along claustrophobic corridors with giant gun on hip, taking pot shots at the trillions of robots and security droids that gang up on you from above... well, it's got much of the feel and atmosphere of that space film *Aliens*. (What a pity the Speccy conversion of that was so hopeless!) Yup, real gung ho macho excitement (if you like that sort of thing). For mindless blasting satisfaction it takes some beating.

There's one major fly in the ointment though — the difficulty level (it is a Dinamic game, after all). It's just pitched way to hard. Not quite as bad as *Navy Moves* perhaps, but you still get zapped straight back to the beginning again far too often. How blooming frustrating! Maybe I'm just going soft, but the fact I wasn't getting anywhere fast really put me off. Don't start raiding your piggy bank.



This is the first bit and it's ridiculously hard. Some dodgy bits of animation, anatomically impossible fighting moves and a ridiculous difficulty level means it's possible to get put off very quickly.



Just look at this bit! You're going to have to be the most skill gameplayer in the history of Speccydom to get this far, but when you do you'll be treated by brillo comic book graphics, atmospheric sound and some of the hottest shoot-'em-up action recently seen on the Spec. (You'll still need to find a cheat mode to progress very far though.)

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
60°	75°	65°

DIAGNOSIS

Dodgy (and ludicrously difficult) first level hides a rather snazzy, all action shoot-'em-up. Would've been marked higher if it wasn't so hard.

INSTANT APPEAL 70°

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Ghouls and Ghosts

YOUR SINCLAIR MEGAGAME

US Gold/£9.99 cass

Matt I got told off by Jackie for swearing this week, and now I've got to put 20p in the swear box every time I allow an expletive to pass my lips. She's got £4.60 off me already but insists "it'll all go to a good cause". Hmm.

Anyway, now I've got to try and get through this review without letting a single bit of saucy, blue or otherwise spicy language slip out. She's really picked the wrong time for these sort of shenanigans as well, 'cos *Ghouls And Ghosts* is a right sod (um, okay, a fiver) and just the sort of game that encourages the spontaneous use of colourful colloquialisms. In other words, it's bloomin' tricky! (Yikes! £5.20! Oh no, I said "Yikes"! That's £5.40. I mean 60! Damn! Uh-oh. £5.80) I mean, there you are, wandering along, minding your own business, and what happens but a zombie skeleton murderer leaps up out of the ground and has a go at you! Then another one! And another! Vultures fly after you, plants lob skulls, pigs charge, other monsters spit fire and it all gets very unfriendly indeed! And that's just the first level! It's enough to make a grown man weep – and take out a blinking standing order with the ruddy swear box! (*Another couple of 20 pees. That's £6.20 you owe. Jackie*)

Yup, *Ghouls And Ghosts* is really hard. Perhaps a bit too hard to be friendly. In addition to the baddies, the checkpoints you have to reach to prevent getting sent right back to the beginning are quite far apart, meaning your first hour of playing is Frustration City. At least, it is if you're as crap as me. (*£6.40. Jackie.*)

Generally the controls work well but you have to jump up in the air, using your joystick, before you can access the upwards throwing weapons – which is sometimes rather unfortunate because it means you leap so high as to touch the villain you were trying to shoot and so kill yourself. Baddies sometimes rise up out of the ground right beneath you too, giving you no chance. Mmm.
Basically really good gameplayers with a lot of perseverence will find it 'just right', but ones who are a bit crap might get a bit put off. (What's that, Jack? Oh, I didn't say 'crap' again, did I? Alright, £6.60. What do you mean "£6.80"?)

Right, now we've got that out of the way, let's take a look at, erm, the look of the thing. Even though it's based on an arcade original, programmers Software Creation seem to have totally thrown out of the window any pretence at emulating coin-op graphics in their conversion. In other words, it looks like a good old fashioned Speccy game, not an 'interesting', 'honourable' but ultimately failed attempt to recreate the colour and giant sprites of your average snazzy coin-op. Totally the opposite of games like, say, *Altered Beast* and quite a welcome relief.

The small, monochrome figures you see here may not initially set the pulses racing, but they're serviceable, have a wide range of movements and don't get in the way of the extremely challenging

Yikes! It's a giant end-of-level baddie. This one's a giant fly who comes right at the end of the last level (Prin-Prin is hidden just off-screen) but there are also fire spitting 'Shielder' monsters, giant dogs (really funny, those ones), funny cloud things and even an 'enormous maggot-infested sea monster carcass'. Blimey! And 'blimey!' again – I've got through an entire caption and it's only cost me 40, uh, 60p.

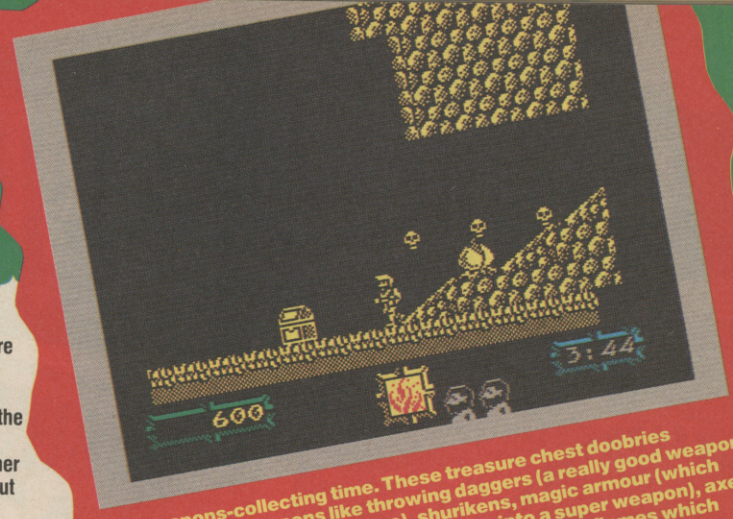
gameplay. Later on, when a big, snazzy graphic appears (or a neat little one, like the flickering fire bombs you throw or the rain that falls in some scenes) it's a nice surprise and sometimes truly stunning. The whole thing is backed by some of the neatest sounds (in 128K) I've ever heard on the Speccy, with a real sing-along intro ditty too. Other than that, there's not much instant appeal here but tons of life expectancy.

So, to sum up, *Ghouls And Ghosts* makes a welcome change from the recent slick, flash but ultimately shallow coin-op hits which US Gold has produced recently (*Fog Worlds, Strider*) and shows a massive improvement on the dull conversions it did at the start of the year. It's good to see the gang producing genuinely good arcadey games again and this must rate as one of the most challenging and playable of the year. A bit of a triumph for USG and Software Creations all round, I think. Blimey O'Reilly O'Rourke!

(*I think we'll round that off at seven quid, thankyou very much. Jackie*) Oh drat.

WHAT'S IT ALL ABOUT, THEN?

Ghouls And Ghosts is, of course, the sequel to that earlier arcade smash *Ghosts And Goblins*, and features the return of all our favourite characters. There's our hero, Arthur the Knight Errant, a rather skinny, characterless little monochrome sprite with an exaggerated running action, magic cast iron armour and a limitless supply of throwing spears. He's got a wide range of movements (left, right, jump left, jump up, jump right, crouch, throw left, throw right, throw up (yuk!), throw down and climb) and can collect other weapons from the magical chests strewn along the way or from jars carried by dead baddies. Collecting and using these weapons in the right order is apparently the secret to success in *Ghouls and Ghosts*, but I haven't quite got it sussed yet. Then there's his chick, the wonderfully named Prin-Prin. She can't do anything (as such) but just sort of waits for you at the end of the game. Of course, you won't get that far – not if the forces of evil have anything to do with it anyway (and they will). And that's the plot. Good, eh?



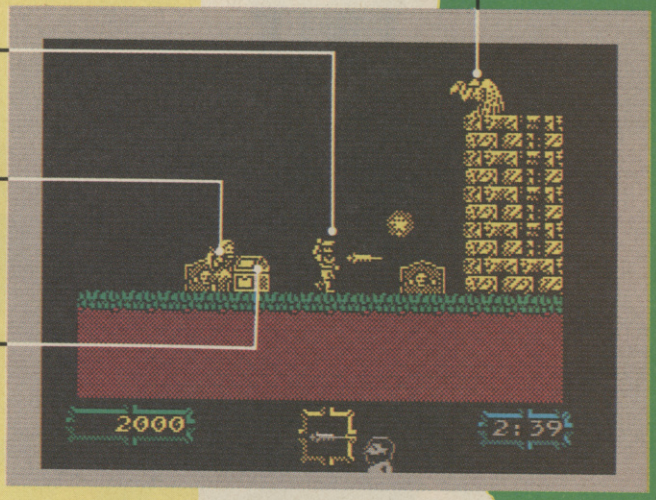
It's weapons-collecting time. These treasure chest doobries contain extra weapons like throwing daggers (a really good weapon – you toss them three at a time), shurikens, magic armour (which makes each additional weapon you have into a super weapon), axes (which go right through more than one baddie) and flames which burn across the floor. Be careful though. Should a magician jump out he'll turn you into a duck (?) – so shoot him quick!

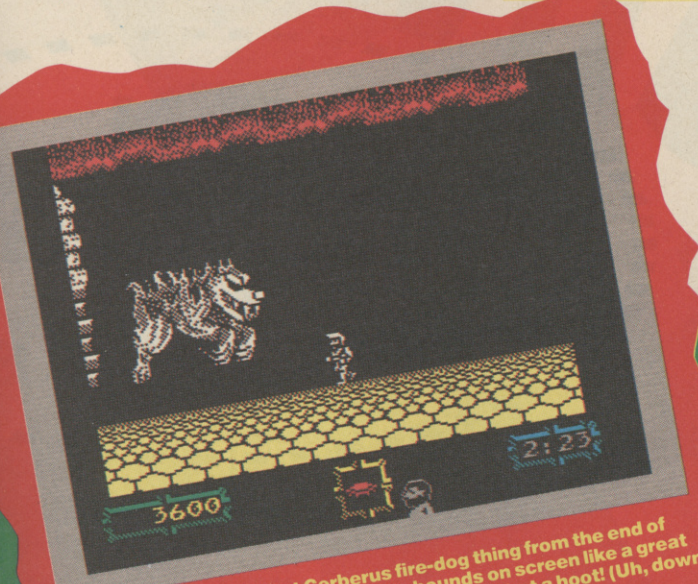
This is you (or in this case, me) Arthur the Knight Errant. Dull looking chap aren't you? Or aren't I, I suppose I should say. The things you're throwing are javelins. Take that, ghost or ghoulie, whichever you are!

Look out, it's a vulture. He'll sit there looking all innocent, but just wait 'till you go past. (He'll whizz down and attack you.) The scamp!

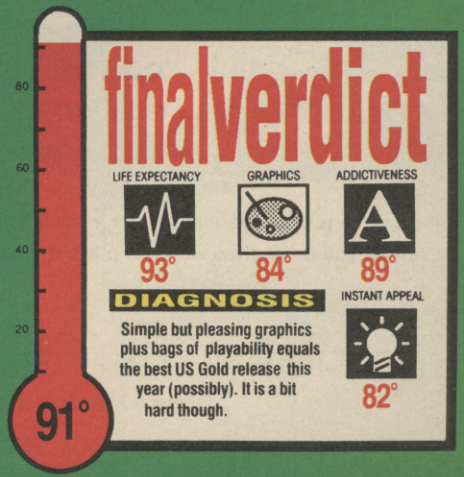
Uh-oh. More of these Grim Reaper zombie things. Get back in the ground, son of soil!

Uh-oh, a treasure chest. Watch this one – if a magician pops out you've only seconds before it's quacking time!





And here he is – the giant Cerberus fire-dog thing from the end of Level Two. He's huge! He's mean! He bounds on screen like a great big Andrex puppy! Then he bounds off again! What a hoot! (Uh, down Shep!)



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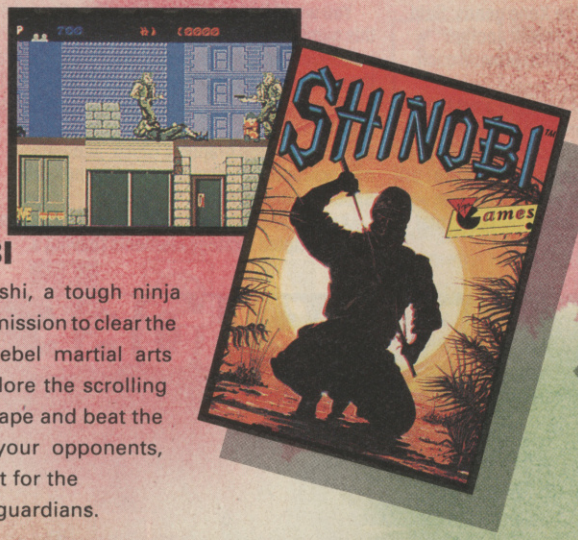
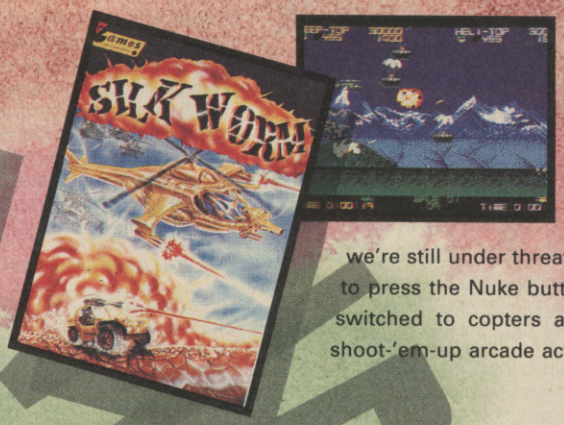


SHINOBI

You're masashi, a tough ninja warrior on a mission to clear the town from rebel martial arts fanatics. Explore the scrolling urban landscape and beat the hell out of your opponents, but watch out for the end-of-level guardians.



SILKWORM

It's not true! Even after months of negotiation with the Ruskies and despite a mass exodus out of Afghanistan, we're still under threat. There's no one left to press the Nuke button so the battle has switched to copters and plane. Non-stop shoot-'em-up arcade action.

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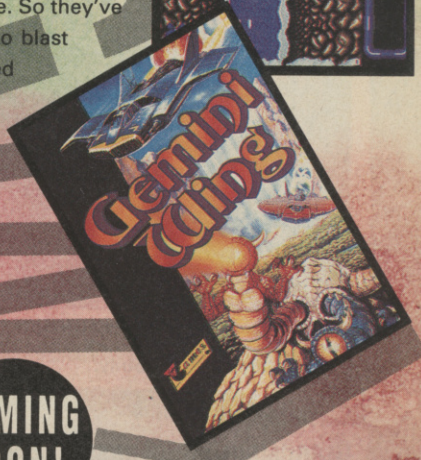

GEMINI WING

The aliens have had enough. They're not going to take their brethren being blasted on computer screen any more. So they've come down in their hordes to blast the pitiful race of carbon-based life forms called humans. Can you stop them? Somebody has to do it.

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XENOPHOBE

MicroStyle/£9.99 cass/£14.99 disk

Robin MicroProse must be running out of things to simulate, having already churned out games based around every possible type of death dealing vehicle. Oh, with the exception of milkfloats that is. There's a notable gap in the range when it comes to milkfloats. Now it's turning its hand to coin-ops with the first release on its new 'Games For Adults (But With No Whey Hey Parts)' MicroStyle label.

Xenophobe, the coin-op, is a viewed-from-the-side, exploration-based, multi-player blasterama which usually prises a few 50ps from me whenever we meet. And, with the nauseating sincerity of Miriam Stoppard, I can confirm that this is a pretty authentic conversion.

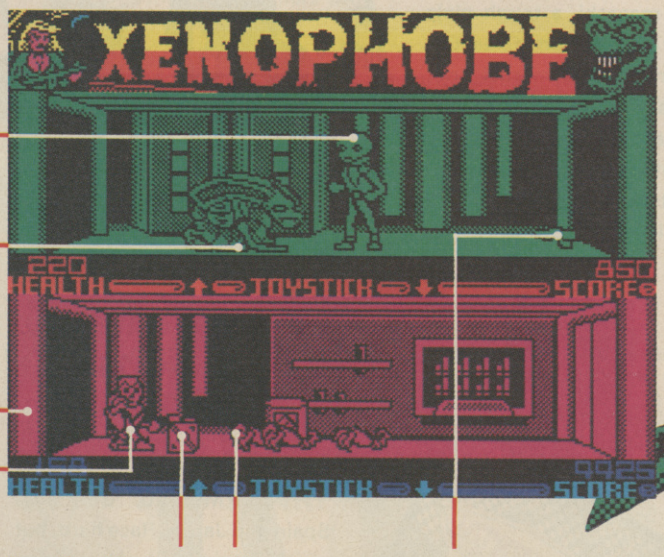
The plot's contrived rubbish. My copy's on its way to the Friends of the Earth Recycling Dept. So let's concentrate instead on the real nitty-gritty of the game which is to clean up space stations packed to the rivets with some aliens of the Xeno genus. Said clean up job can be done alone or with another player and the screens split in half to provide each of you with a view of the action.

Each level needs to be rid of Xenos in a set time, before they completely overrun the place, and there's a nice selection of hi-tech sci-fi weaponry for you to utilise. Once the Xeno count on the space station is zilcho you're beamed back to ship and given a lift to the next level (of which there's a total of four).

You won't find scarier baddies than the ones in this game. They sap your health points so inventively too. Some cling to you, others spit and the worst of all zaps zillions of health points with his mesmerising version of the Paddington Bear Hard Stare. The skill with which they've been drawn extends to all the graphics which, although monochrome, are beautifully crisp and clear. Spooky soundtrack too.

Xenophobe's biggest problem is life expectancy. The attempted strategy elements (having a

Our intrepid Player One is attempting to break the world record for the number of aliens clinging to the body.



This is Player One, who I've selected from a total of nine different characters. Hmmm, looks a bit alien himself, doesn't he?

Told you these aliens were scary. This one leaps at you, spitting venom.

Your health and score. You start with 2,000 health points but the Xenos have got some really inventive ways of taking them off you.

Here's Player Two along with a new-found alien buddy that's clinging to his back and sapping his lifeforce even as we speak. A quick waggle on the joystick throws 'im off.

Inserting this disk into any of the computer terminals initiates the self destruct sequence.

These Xenos are called Critters and hatch from very *Alien*esque eggs. Blast them before they get a chance to jump on you.

One of the many guns strewn about the place. There are different types ranging from pistols to lighting rifles.

Saint And Greavsie

Grandslam/£8.99 cass/£12.99 disk

Marcus "Woor, Saint, wossis sen? Iss one o'vese compu'er games, innit? 'Ow much wad'll we be gettin' for it, then?"

Whatever they're getting, it can't be enough. Ian St John and Jimmy Greaves as well as being cracking footballers (back in the '60s and '70s when I was a mere lad) are possibly the two greatest Britons of the current age. With wit, wisdom and more casual jumpers than you'd see in a series-full of *A Question Of Sport*, they shine as beacons of sanity in an area with, let's be frank, norralot of competition. Bob Wilson? Nick 'It's Not A Toupée' Owen? Or even that famous Yorkshire hamlet, Elton Welsby? Pah!

So it's a shame to report that the lads have by no means "done great" with this computer game equivalent. For one thing, there isn't a jumper to be seen. And Saint doesn't chuckle merrily at Jim's witticisms once. No jokes about Hartlepool, or Scottish goalkeepers. In fact, the only things that connect this game with either The Saint or Greavsie are the rather dodgy digitised pics of them that crop up throughout the game. Otherwise, it's just another two-bit footie quiz game.

Now, I hear you murmur with righteous indignation, the Speccy market hasn't exactly been overwhelmed by a tidal wave of two-bit footie quiz games, or even one-bit ones. It's just that, after playing *Saint And Greavsie*, it rather feels as though it has. This is a football quiz that, while moderately well programmed and reasonably challenging, so lacks variety that you find yourself nodding off before the game is even half way through.

So, having chosen your team (say, Maidstone Utd) and your captain (say, M Berkmann), you advance to the question-answering bit. Like *Triv*, this is fab if there are lots of you huddling around the warm Speccy as the cold winter nights draw in, but if you're on your own there's little incentive. The winner is the player who gets the most points, and if you're the only player you're the winner before you've started. Great.

Assuming you have chosen the 'easy' questions, you now kick off. Each question represents a match, and there are three sorts you can get — Home, Away and Derby. Home questions score just one point, and these are, in theory, the easier. Away score two, and are usually about football in the '60s and '70s (easy for me, hard for most *YS* readers). Derby questions are about football trivia, score three points, and are often actually the easiest of the lot. Which sort of question you get is decided by a bar graph on the screen that leaps up and down. Press fire and it stops, and elsewhere on the screen your ball alights on one of the three question types.

So, a question comes up. Who scored six goals against Sunderland in the 1960s? To whom did Leeds sell goalkeeper Gary Sprake? (Don't ask me, by the way — I got these two wrong.) Get one right and you may be given the opportunity to save a penalty for a bonus point (this, like all such sub-games, is impossible at first and a pushover when you've worked out how to do it).

And, er, that's it. There's a short game (21 matches) and a long game (42 matches) but that's all the choice you really get. What makes me suspect that this game was conceived and programmed in a hurry is that, when you finally finish this marathon (42 matches may not sound

selection of different characters to control and ID cards and keys to access certain areas, for example) might eek a few extra hours out of it but, on the whole, gameplay's fairly shallow, with the same combination of crouch and fire tactics appearing to get you past most of the baddies. The original's addictiveness came from an accommodating nature which allowed simultaneous three player games. Only couples can play together on the Spectrum and annoyingly this slows the game down pretty drastically. It's definitely worth seeking out though, but if the arcade machine didn't give you excited palpitations then this won't either.

sporting TRIANGLES

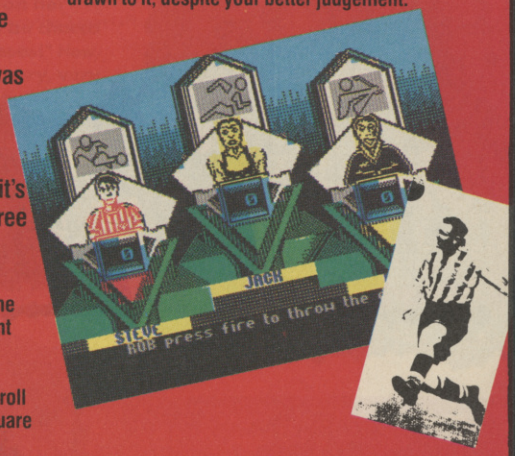
CDS/£9.99 cass/£14.99 disk

Robin I've only seen ITV's *Question Of Sport* rip-, er, derivative a few times but the triangle in question doesn't seem very sporty to me. After all, when was the last time you saw it pole-vault 15 feet into the air, somersault three times and plunge into a swimming pool half a kilometre below? What a con. Mind you, it's still probably more intelligent than the three teams of famous sporting guests put together.

This licensed TV conversion is pretty true to the original programme with a total of seven different rounds making up each game. Four of them are Standard Question ones which have each of the three players moving around the triangle on the roll of a random die. Landing on your own colour square gets you a quezzie from your chosen specialised subject (no Integral Polymer Dynamics I'm afraid, just 12 popular sports to be interrogated on). Tucked in between the standard bits are the Hit For Six and Jigsaw Picture rounds. The object here is to guess from rather unobvious clues which geezer from the list your Speccy's thinking about. The final round is Quickfire Questions which has the computer pulling random puzzlers from its 2,500 strong collection, only this time it's finger on the buzzer time with the first one to answer correctly bagging the points. And that's it unfortunately, not exactly packed with variety or any of those thrills and spills we expect in a game nowadays.

All the same, it's not too bad technically. The graphics are clear and colourful, although they're not required to jump about and explode like they do in most games, and the whole thing's got a nice professional sheen to it.

Basing a game around this TV prog obviously wasn't a great idea. At least that has Dennis Taylor's plankton-like witticisms to draw your attention away from the yawn inducingness of it all. Still, if sport's your 'thang', no doubt you'll be spookily drawn to it, despite your better judgement.



finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
68°	78°	77°

DIAGNOSIS

Fans of the coin-op will find this tasty, authentic conversion fills the gap. The enjoyment of everyone else will probably be short-term.

INSTANT APPEAL 73°

76°

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
35°	60°	40°

DIAGNOSIS

Thirty minutes of yawnsome TV successfully converted into the same amount of game playing time. Sport triv nutters might want it though.

INSTANT APPEAL 37°

40°

many but try playing 'em), the game then tells you that the team which came second actually won — even though it scored fewer than half the points you did. Grr. Anyone tried playtesting in Grandslam?

No, this isn't really up to scratch. At the end of the day, Brian . . . er, it gets dark. Really, only footie quiz freaks should invest — especially if they want to know who really did score six goals for West Ham against Sunderland in the 1960s. . .

finalverdict

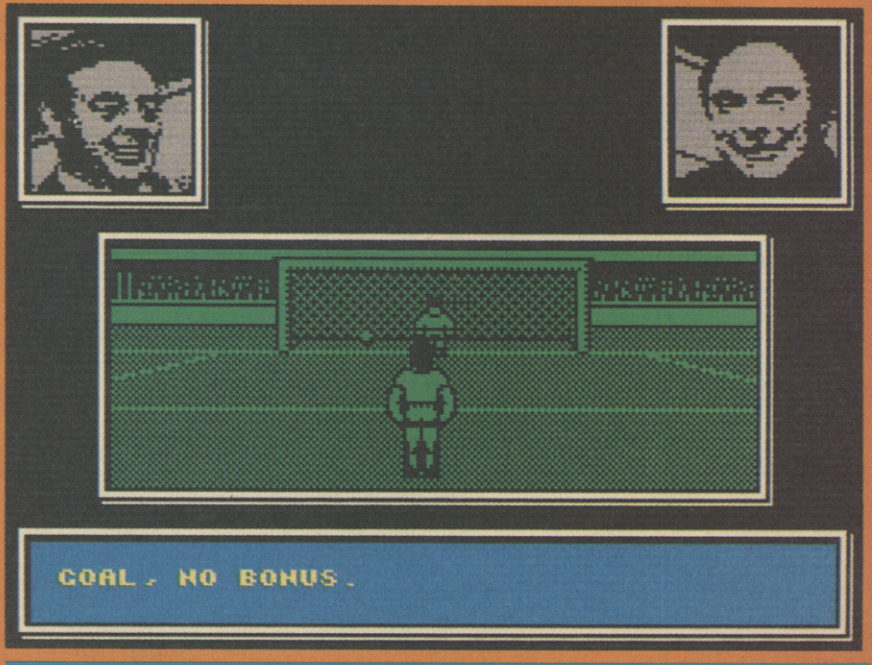
LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
47°	52°	55°

DIAGNOSIS

Little attempt to reproduce the banter of our two footie heroes. Just questions, questions and more questions. But if that's your cuppa tea. . .

INSTANT APPEAL 67°

54°



Note the unrealistic absence of the traditional sporting celeb bizarre knitwear.

TALK

HE A

Yep, it's the 1989 PC Show. And what better opportunity could there possibly be for us to ask you, the YS readers, about your thoughts on several crucial questions Ha

Right, I'm here at the PC Show, but I've, ahem, forgotten me pass! Oh no! Maybe there's a secret back entrance! Ah ha! Someone's coming out of that fire exit... If I grab the door before it closes... (Crunch!) Choke. Splutter. Hurrah! Cough! I'm in! Hello, who are all these people with funny haircuts? Ooops, looks like I've gatecrashed the Dusty Fleming Coiffure 2000 Show by mistake!

Aha! Who's this fellow? Why it's **David Garrett** from **Finedon, Northants**. He wears 'khaki collar and revere type pyjamas. Where? **"In bed, mostly!"** What's your favourite type of game? **"I really enjoy platformy arcade adventures like *Head Over Heels*."** Right, so what's your actual fave game, *Head Over Heels*? **"No, *Contact Sam Cruise*."** Oh, erm, why? **"Because it's the best private dick game around. Fnar!!"** Hem, hem, right, without further sexual innuendo, do you think Jeffrey from *Rainbow* is good at snogging? **"I think Zippy would be best equipped to answer that! Honk!"** Right, that's quite enough of that! Snip!

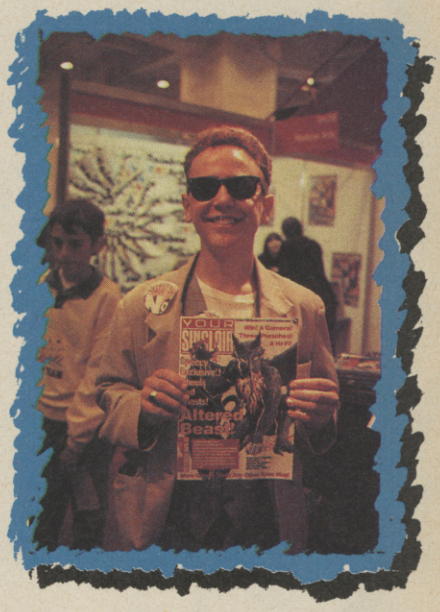
The next reader I collared was **David Spence** who hails from **Ferryhill, County Durham.** His favourite game is *Robocop*, but his favourite TV furry animal? **"Sooty."** How did you feel when Sooty's creator Harry H Corbett 'passed on' recently? **"Well, I was devastated!! Shocked and stunned! I mean he was a one off, wasn't he!? His son, Matthew, is crap, isn't he? He even has Sue the Panda performing a large speaking role."** Who would you most like to Thai Box with? **"The Queen Mum."** Why, don't you like her? **"Of course I do, I mean she's the nation's favourite grandmother, isn't she? No, I just mention her because I think she would be right good at it."** Hmmm, she is a game old gal, we'll grant you! How about *YS*? What's your favourite part of the mag? **"Everything!"**

She's a game old gal

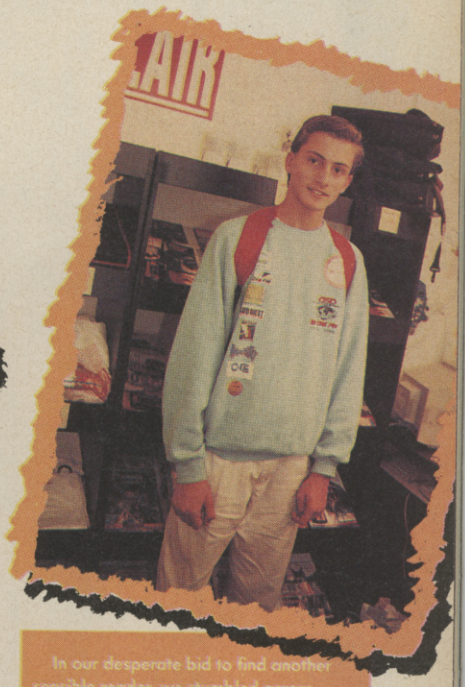
Okay, here's **W Mashiter** from **Liskeard** in **Cornwall**. What does the 'W' stand for then? **"I'm not telling you."** Erm, alright, 'W', what do you think of the show? **"It's great!"** What's the best bit? **"The *YS* stand, of course."** Hem, hem. **"Though I do like those American cars on the Ocean stand, and the Ferrari on the US Gold stand... oh, and that Harley Davidson on the Mindscape stand..."** Are you, by any chance, a bit of a motor transport buff? **"Not really."** Er, fine. What do you think of the new bloke who does *Question Time*? **"I think he's brill. He used to do that news on Channel Four, didn't he?"** Yes, we think so. **"Mind you, the programme's still crap!"**

KING

ons. Has Jane from Rod, Jane and Freddy had a 'nose job'? What do you think of the new bloke on Question Time? *David Wilson* investigates.



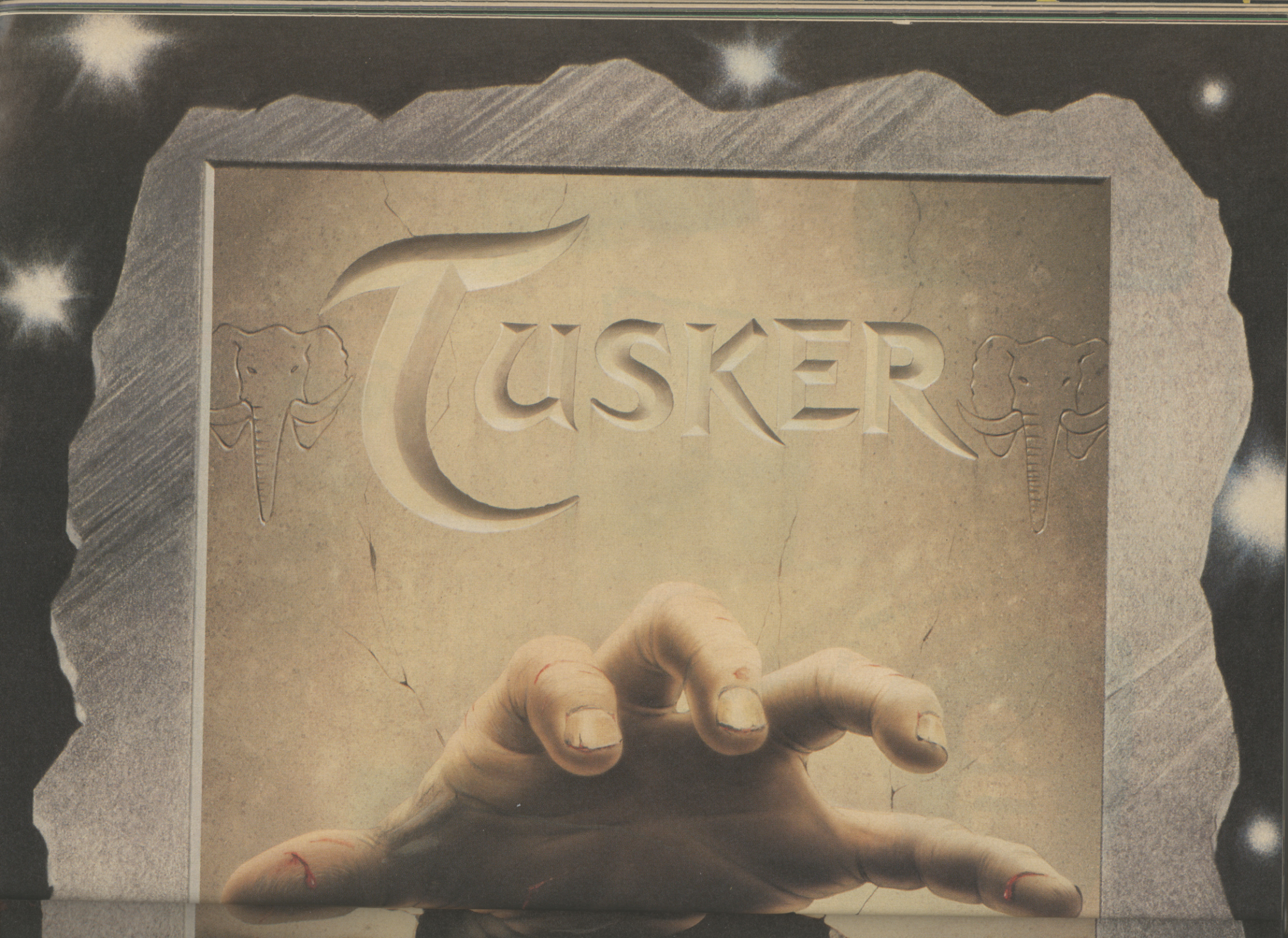
Phil 'Coin-op Crusher' Weaver came down from **Omskirk** to visit the show. What did he think they called Matt at school?! **"Matt?"** Pardon? **"Er, I dunno, 'Gadgy With Big Ears'?"** Do you fancy Fergie? **"Not half! Ho ho! No, only joshing! I don't really think she does herself justice. I mean her wardrobe seems to be chocca with maternity dresses!"** How clever are you? **"Very, very, very clever!"** Yeah? Well, what's a hamster's gestation period then? **"Is that a Russian Dwarf or a Golden Hamster?"** Er, blimey! **"Actually, they're both the same. And it's 16 days!"** Er, thanks... **"Litter size is usually between five and seven, and the average weight is two grammes or a quarter of an ounce."** Yes, right, bye!



Next up, it's **Ewan Warden** from **Walsall**. Ewan is nearly 12, and his favourite game is *Nigel Mansell's Grand Prix*. Do you wear pyjamas? **"Me, pyjamas? Get lost!"** What do you wear then? **"A night shirt."** One of those long shirt things, like a man's nightie? **"Yes, that's right."** Er, right, what do you think of Nigel Mansell being disqualified from the Spanish Grand Prix? **"It was an outrage, wasn't it!? And that clot Senna, he can't drive for toffee!"** He is the world champion though. **"Yeah, but Nigel's the business! And he's got a petrol station near my house, well in the Midlands somewhere."** Have you ever been tempted to wear your underpants on top of your trousers? **"I always do!"** You're not now, though, are you? **"Oh no, I'm not wearing any today!"** Eurgh!

Richard Swann is a blimmin' toff and he comes from **Camberley** in **Surrey**. He's a 15 year old shoot-'em-up fanatic, and his favourite game is *R-Type*. Who's your favourite TV furry animal? **"Oh, Doobie Duck, without a doubt! Doobie, doobie, doobie! Quack! Quack!!"** What is your favourite sandwich? **"A salami and gherkin sarnie really lights my candle!"** Okay, do you fancy Fergie? **"Geroff!"** What do you think of *YS*? **"I think it's utterly, utterly, utterly brilliant and I'll always buy it, even though I've got an ST!"** What's your favourite bit? **"Reviews, 'cos they're full of colour, accurate, not too small and they're always right!"** Streuth! We told you he was a blimmin' toff!

In our desperate bid to find another sensible reader, we stumbled across young (well, 15 actually) **Chris Hotston** from **Penn** in **Buckinghamshire**. He just lurves shoot-'em-ups, but his favourite game is actually *Matchday II*. Do you think that Jane, from *Rod, Jane And Freddy* has had a nose job? **"Oh, er... probably!... Who're Rod, Jane and Freddy?"** You know, that singing threesome who used to be on *Rainbow*, but now have their own show! **"Oh yes, with the two guys who look just like Benny and Bjørn from Abba!?"** Yep, that's right. **"I thought you meant plain Jane 'Super Brain' from *Neighbours*!"** Why, has she had a nose job? **"Well, I'm not sure, but she did suddenly become really glamorous!"** Yes, but all she did was take off her glasses, didn't she? **"Oh, did she?"** What's your favourite sandwich? **"Bread."** Er, right, and your favourite part of *YS*? **"Reviews, 'cos they're so accurate! Can I have a free mug now!?"** Hem, hem, thank you!


TUSKER

ONE MAN'S DREAM
ONE MAN'S DESTINY
SYSTEM · 3

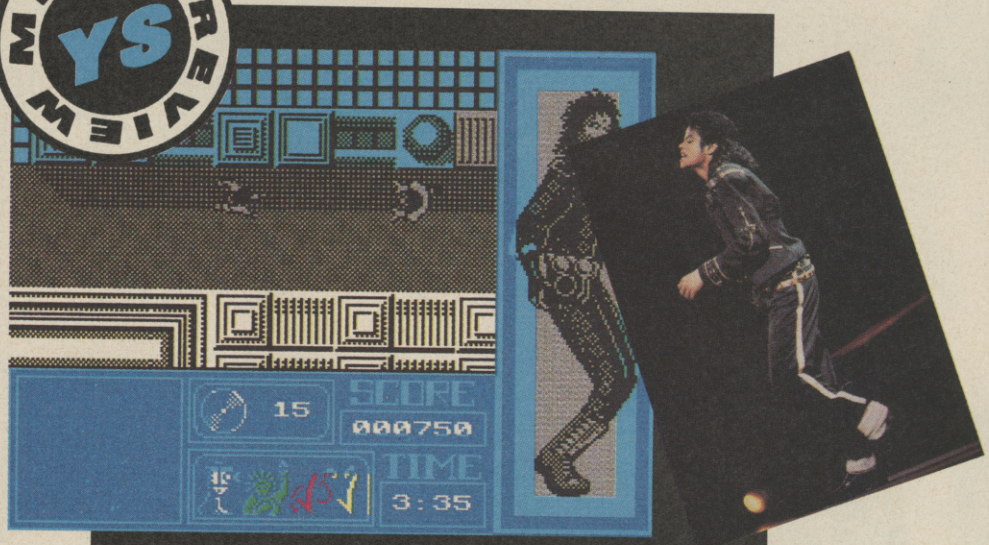
MOONW

Michael Jackson, international superstar, friend of zoo animals and musical record breaker, will soon be starring in US Gold's *Moonwalker*. We sent *David Whistlin' Rick Wilson* (who's also had lots of records broken) to take a pre-release peek.

Right, I've got my sparkly socks on, my half-mast stripey trousers, my one white glove, I've had my skin pigmentation lightened so I look like one of the Finn Family Moomintroll, and I've spent all night in a plastic bubble full of pure oxygen. (*Get on with it!! Ed*) Hem, hem, now I'm ready to check out US Gold's *Moonwalker* licence! Aw! I'm bad! (*Mmm. And so's your music. Ed*)

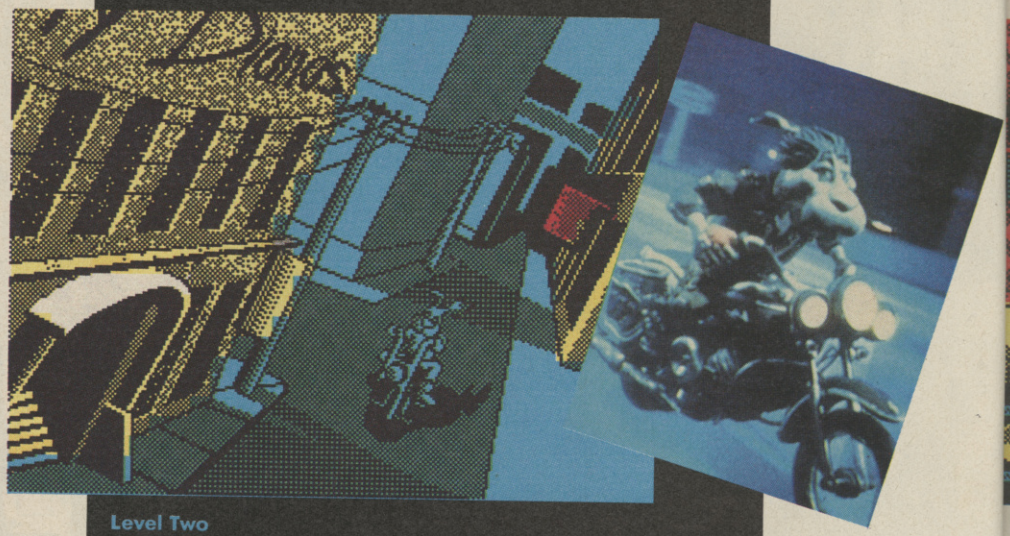
Moonwalker, as you're probably well aware, is Michael's movie — an everyday tale of good (which is Michael, except, erm , he's 'bad') and bad (that's Mr Big, who's probably 'quite good' in Michael Jackson speak, but is actually a Dastardly Villain). I wonder if you can guess who wins? (And anyone who says "Mr Big" gets the same as Norway in the Eurovision Song Contest — "Nurll Pwoin!") Anyway, the interesting bit of the film comes before this inevitable outcome (well, most of it does, in fact), and sees Michael dancing, singing, and changing *Transformer*-style into a jet car, a robot and a flying saucer. Hurrah! Well, that was the movie, and here comes the computer game. Out in time to appear in your Christmas stockings, it's from US Gold, and will let you step into those famous patent shoes and one white glove!

MEGAPREVIEW YS



Level One

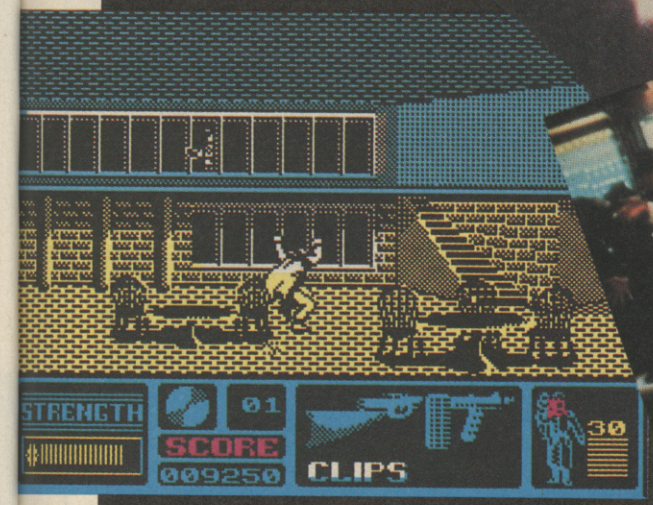
You get to play Wacko himself, in this overhead viewpoint, eight directional scroller. The action takes place in the vicinity of a movie studio. And guess what? You can groove to a spanky computerised version of *Bad* while you play. You have to collect several items whilst avoiding tourists, fans and journalists. The items? Well, they're all bits of a rabbit costume! Ho yes, you've got to get up pretty darn early in the morning to catch Michael out! He's going to avoid recognition by cunningly disguising himself so he can drive inconspicuously through town. Hurrah... but drive on what? Well, that's the next bit, innit? You've got your bunny outfit, now you've got to find your motorbike, and leg it to...

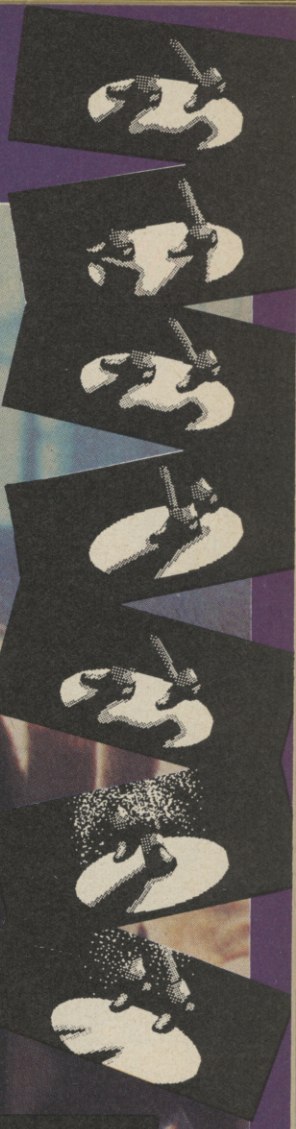


Level Two

Here you are, on your bike, wearing the aforementioned outrageous bunny costume, the tune's changed to *Speed Demon*, and you're collecting magical orbs! There's a bit of strategy involved here, since the orbs need to be collected in order. Oh, and you've got several of Mr Big's drug peddling operations to stamp out en route, as well as some of his henchmen to run over (don't try this one at home, kids!), before you turn into a super jet car, leap a huge barrier, and escape the pursuing vehicles. It's quite neat really, the way that Michael changes his appearance so much in the film, 'cos this helps each level to look different in terms of your sprite, your viewpoint, and also the style of play.

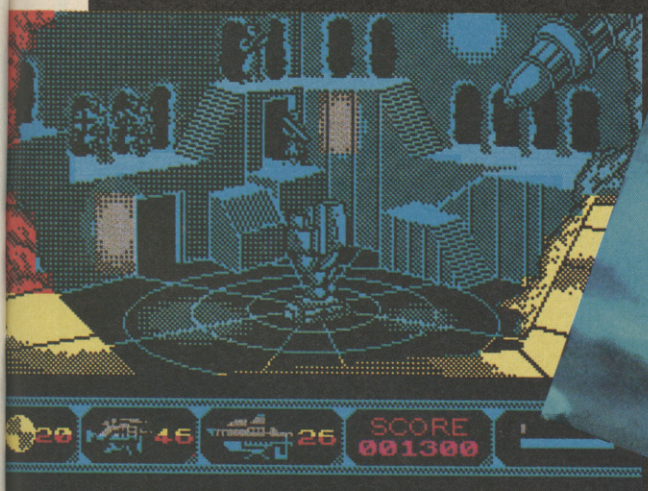
WALKER





Level Three

This finds you in Club 30's, the disco where Michael sang *Smooth Criminal* in the movie. Kin you giss what the tune is? Yeah, you're right, but lummocks!! Mr Big's men have surrounded the club and they're intent on mayhem! Good job, then, is it not, that there's a 'shooter' and several clips of ammo for Michael to pick and use... Shoot the baddies in the windows (*Sounds painful!? Ed*) but watch out, 'cos they shoot back! Your viewpoint here is behind Michael as he runs left and right, picking up ammo clips, and jumping over machine gun tracers and up on to tables!! When Michael shoots, you get one of those *Oppo Wolf* cursors for you to move about. Pick off the baddies and you're on to the final leg of the game.



Level Four

Finally, we're in the Arena of the Robot, and who, you ask, is the robot in question? Yep, it's Bubble's buddy, Michael, again. There's a really nice animated sequence here where Michael walks into the arena, and, quicker than you can say "By the honour of Greyskull", changes into a meaty robot. This is a single screen where you're in the middle of the arena, rotating left and right, and moving a cursor to shoot the bad guys. Watch out for Mr Big's huge laser that keeps appearing and trying to microwave you. Oh, and be careful with your gun! Too much rapid fire and it'll overheat. Knock out the laser and Michael undergoes his final transformation — he turns into a gearbox for a Ford Escort RS2000! No no, just kidding, actually he changes into a brilliant flying saucer and goes back to Never Never Land. And that, in a nutshell, is that! One final thing, don't worry about Michael getting wasted by Mr Big. It's not possible, 'cos instead of 'lives', our hero has only platinum disks! Each time he's defeated he has to give one away. Phew!

The Exclusive *YS* Interview With Michael Jackson!!!

(Erm, at least a man in our local who bears a remarkable resemblance to Wacko himself!)

What do you think of US Gold's computer game, *Moonwalker*?

What are you on about, pal?

Erm, come on, Michael, don't be shy, let me buy you a drink.

Ta, I'll have a pint!

But could I just ask you about your concern with young people and the problems they face in the world? Did you have any say in the drug-busting element of the game?

Look, are you a copper or something?

No, I just wondered how you feel about the shoot-'em-up elements. I mean, in the movie you don't actually shoot anyone, do you?

Look, if you don't push off, I'm going to ruddy well do you!

Erm, right, I know! I'll phone US Gold instead, that's probably a much safer way of finding out some Jacko facts...

(Ten Minutes Later.)

Right, Michael has actually seen the game, and, being the finickety, arty person that he is, he insisted on changing several minor specifics. These include the fact that his sprite originally walked on the balls of his feet. No way, José, quoth our really weird celeb, change it so it walks on tippy toes! Well, when a big multinational megastar speaks, people listen, so tippy toes it is!

Game ..... ***Moonwalker***
Publisher ..... **US Gold**
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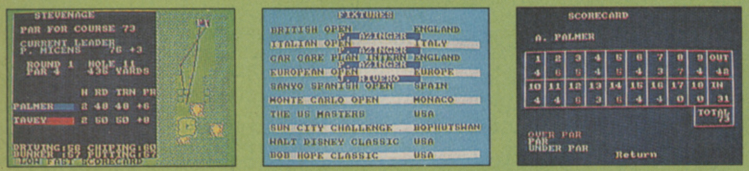

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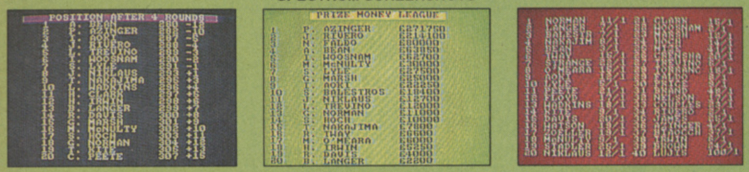

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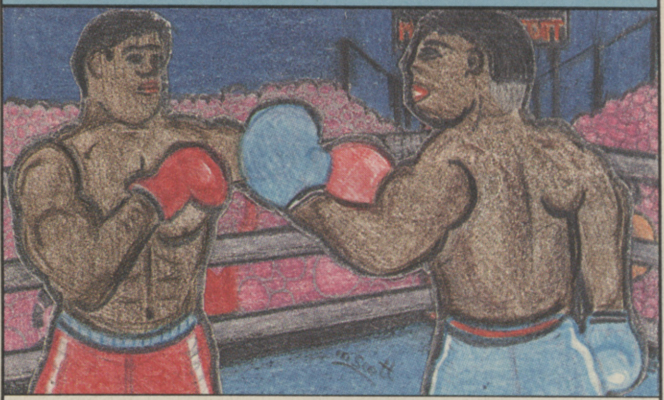

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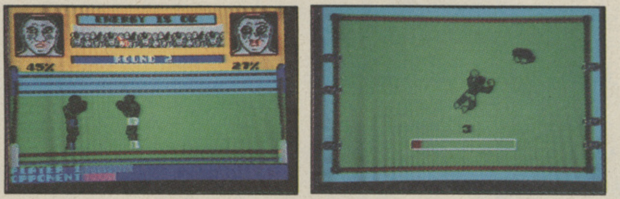

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DOUBLE DRAGON 2

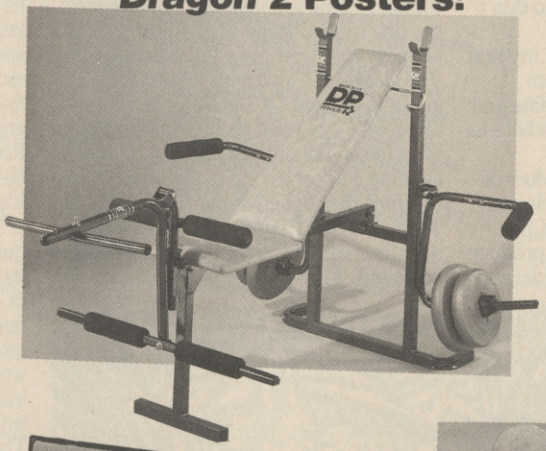
It's Magic But It Ain't Called Puff!

Win A Fabulous Exercise Bench And Weights, 15 Copies Of *Double Dragon 2*, And 20 *Double Dragon 2* Posters!

Double Dragon, eh? Those guys were macho with a capital 'M', weren't they? Punching, chopping and generally kung fu-ing all and sundry to rescue their sweetheart, Marion. Waste of time really, 'cos now the baddies have only gone and topped her! Yep, she's been bumped off and, boy, are the *Double Dragon* duo MAD!! This is the scenario for Virgin Mastertronic's *Double Dragon 2*, and you can rest assured, as sure as ninjas is ninjas, there'll be a whole caboodle of action in this eagerly awaited sequel! Hurrah! So let's get you all in the mood for a bit of mindless oriental violence with the *YS*/Virgin Mastertronic *Double Dragon 2* compo!!

Win! Win! Win! A Body Like Arnold Schwarzenegger! (Or At Least The Means To Acquire One!)

Are you tired of having sand kicked in your face? Fed up with being bullied by your kid sister? In short, are you a wimp? Well, don't despair 'cos the answers are at your very fingertips. Win this compo and you too can have a body like those hunky macho *Double Dragon 2* dudes! Yep, *YS* and those very nice people at Virgin Mastertronic are offering as first prize a super-tough Avenger 2 Butterfly Bench!! "Blimey, at last somewhere where I can study my prize flutterby collection!" we hear you cry. On your bike! The Avenger 2 is one mutha of an exercise bench used to develop triceps, biceps, and loads of other ceps! You can do leg curls and lifts, butterflies, and even bloomin' rowing! Wow!!... And guess what? We're throwing in a Challenger 33kg barbell and weight set too! Phwoar! But don't worry if you fail to come away with the first prize, 'cos, in second place, 15 wrist and finger muscles will benefit from copies of *Double Dragon 2* itself, and 20 runners up will be doing beneficial stretching exercises to pin up *Double Dragon 2* posters!!

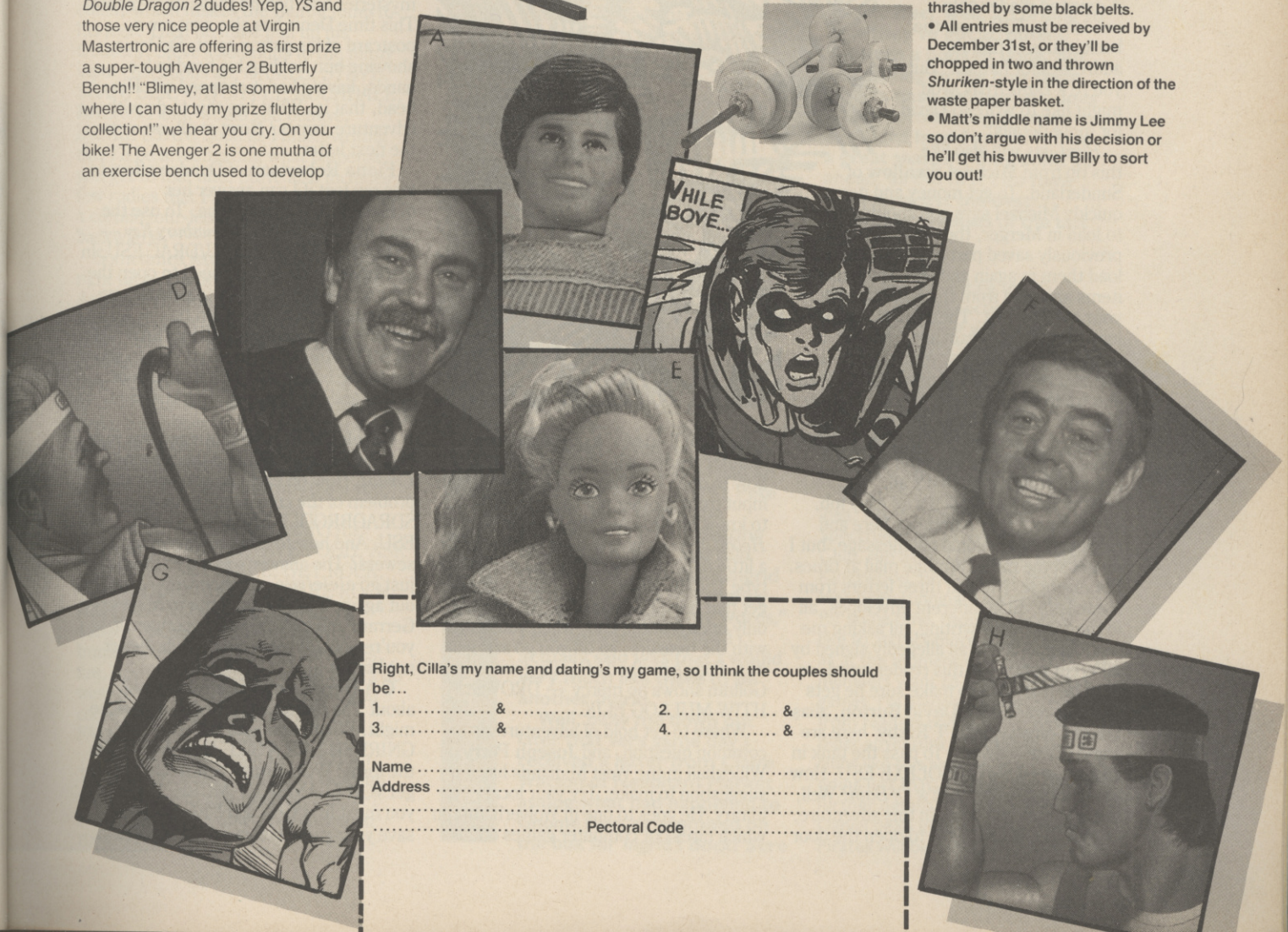


Matcho The Duos

Well, poke our pecs and tickle our triceps, if winning isn't as easy as pumping polystyrene! (As opposed to pumping iron, that is, which is very hard!) Simply study the characters pictured here. They're all parts of famous double acts, but unfortunately they've got mixed up! All we want you to do is to rejoin the famous duos. Got that? Right, jot down the letters corresponding to each partnership on the coupon, fill in your name and address, flex the whole lot into an envelope, and send it, before 31st December, to *Double Dragon 2's Got Muscles In Places Where I Haven't Even Got Places* Compo, *YS*, PO Box 1509, Enfield, Middlesex EN1 1LQ.

Rules

- **Any employees of Virgin Mastertronic or Dennis Publishing caught trying to muscle their way into this compo will be soundly thrashed by some black belts.**
- **All entries must be received by December 31st, or they'll be chopped in two and thrown *Shuriken*-style in the direction of the waste paper basket.**
- **Matt's middle name is Jimmy Lee so don't argue with his decision or he'll get his bwuvver Billy to sort you out!**



Right, Cilla's my name and dating's my game, so I think the couples should be...

1. ..... & ..... 2. ..... & .....
3. ..... & ..... 4. ..... & .....

Name .....

Address .....

.....

..... Pectoral Code .....

YS Adventu

I'm thrilled to report this month an epoch-making event in Spectrum adventure history. No, not the release of that stunning adventure, *One Of Our Wombats Is Missing*, nor even the release of that even more stunning book, *Adventures On The Spectrum* by Mike Gerrard (both available shortly, so don't panic. End of plug). Nope, what happened this month is that I got my first ever fax message! All the way from Belgium too, via the *YS* fax machine and into the low-tech cardboard box where all the adventure stuff ends up.

The faxman is **David Rademaker** of Palinghuizen 90, 9000 Ghent, Belgium, who says he's a devoted reader of the adventure section. He's about to produce a complete guide to *The Bard's Tale*, and wants me to send him a list of all adventure clubs, adventure magazines or any magazines with an adventure section. Cheek! A devoted reader only needs to look through the back issues to find the addresses for himself. But if you're a *Bard*-freak, you might like to write to David for more details.

Bard-ists will also like this tip from **Michael Swallow** of Sunderland. To get money and items quickly Michael says you should choose to load in Merger, then load in your previously saved party, choose them, load them in again and then trade useful items and gold from the character list to your member list. Then you can either load them in yet again and trade again, over and over, or save your party, delete characters, load in the newly saved team and trade all over again. Michael reckons that by using this ingenious cheat he's managed to accumulate 12,245,370,000 pieces of gold. Just send me 10% for printing your letter, that's all.

Now you may think it's an easy job, sitting back in my hammock here and reading the occasional fax message, but I do get some rather strange mail at times. For example, I've had three letters from Newcastle, all in different envelopes, all in the same hand-writing, all asking me four questions and all allegedly signed by different people. Is this reader weird, or does he just want to make sure he gets the answers? So for **David Burton**, alias **Geoff Conway**, alias **T Rixby**, here are some of the answers. To pass the tank in *Espionage Island* EVISOLPXE ESU. How to get into the hole in *Eye Of Bain*? Well, there are several holes in this adventure, so just ELOH OG. How to open the door in the ruined tower, also in *Eye Of Bain*? First you need the key to unlock it, then you ROOD OG. To get the key, SENOB ENIMAXE. Finally, something that must be really puzzling this reader as he asks it in all three letters, how do you get on the bus in *Zzzz*? A common question, and the common answer is first to NGIS TCERE, then SUB POTS and YENOM EVIG.

Not all letters are quite so puzzling, though. Some are just plain helpful, like the one from **C Pope** of no known address who sent me a full solution to *The Hobbit*. He also asks where he can get hold of *Lord Of The Rings* and *Shadows Of Mordor*, as he can't find them anywhere. Try putting an ad in or sending a letter to one of the adventure fanzines mentioned in my recent *Mag-Watch* article. Thanks a million for the solution, which apparently took all day to write out. I can believe it. The tip I'll use is one that'll answer a question from another reader, who wanted to know how to open the chest in *The Hobbit*. The input from another reader, who wanted to know how to open the chest in *The Hobbit*. The input you need is admittedly a little difficult to work out, as you must type TSEHC NEPO. Not many people get that one. The secret is that you can only open it at the end, when you return with the treasure, so off you go and get it. C Pope's method of dealing with Gollum shows no mercy — DROWS HTIW MULLOG LLIK.

Where to get hold of adventures is a common question, and **Joseph Perry** of Willenhall in the West Midlands has a suggestion to make. Try your local library. He goes to one in Wolverhampton which hires out computer games on his library ticket, and judging by the number of questions Joseph asks they stock a fair number of adventures! Not all libraries offer this service, but try asking in your local one because even if they don't do it there may be a branch in the area that does.

My next letter's from a cat, who claims that its name is **Paul Cook** and that it can write adventures with *PAW*. Fur enough. But Paul The Pussy says he's run out of ideas of his own and is looking to collaborate with someone on a game. If you've got an idea, an outline, a story or a half-written adventure, and are finding the programming side tough going, contact Paul Cat at 11 Evergreen Road, Lowestoft, Suffolk NR32 2SB. He's at your service for two tins of Vindaloo Whiskas.

Now I look through it all, there's been quite a mailbag this month. The next letter's from no less an address than that of The Ritz, in London. This is from that famous spelling mistake, **Denis Reilly**, who pops up mysteriously all over the world, usually writing to me on impressive hotel notepaper. What mysteries lurk behind these movements? This time Denis has also sent me a postcard of his patron saint, St Denis, showing him holding his head in his hands, having had it chopped off. His head, that is. What has this to do with adventure games? Nowt at all, so on to the next letter.

Fiona Robertson of Dundee offers to kiss my feet if I can answer her questions. Bad luck, Fiona. To use the cash machine in *The Shrewsbury Key* — ETON EKAT/TOLIP ESU/DRAC ESU. In *Operation Berlin* you do need to open the left luggage lockers, and to get the key you must search around on the underground platform (NIB ETSAW EHT NI S'TI). And what do you do when you get to the bus station? First save your game, and then HCAOC NO TOOB NEPO.

Derek Shaw of West Kingsdown says he's 39 but looks 59, and the reason is *Colditz*. How on earth do you solve the problem of the creaking floorboard? SDRAOBROOLF EKAT OT REVEL ESU. And how to find the dagger in the sewers? The answer's *forwards* this time, just go e/e/e/w/e and then west to get out again. You too can write to Mike Gerrard and look 20 years younger. If you're only 20 years old though, better not bother.

C A Henderson of Cleveland asks about *The Balrog And The Cat*, as well he might. What to do with the stone? GNIRREH DER A S'TI. How do you sign the form? With a small pencil which you get YOB LLAMS EHT MORF. To do that you must first GGE EHT KCARC, but save your game before trying as there's a

random element built in and it doesn't always work first time. Finally, in *An Everyday Tale Of A Seeker Of Gold*, to deal with the bulbous eyes, KCITS PRAHS A HTIW MEHT EKOP. To get that, first HCNARB A KAERB in the deep green forest, and then DROWS RUOY HTIW TI NEPRAHS.

Graeme Bell of Bletchley asks how to get past the crocodile in *Zzzz*. ELIDOCORC NO DNATS. That one was easy. **Mrs Watson** of Ely in Cambridgeshire wants to know how to get off the ship in *Mindshadow*. REVAELC HTIW NIAHC ROHCNA TUC. **Darren Davies**, also of Ely but this time in Cardiff, asks about *Inspector Flukeit*. How to get the key out of the vase — SREDNULB OT ESAV EVIG. How to get in the trunk — EDAPS EHT HTIW TI SKAERB SREDNULB.

Steve Anderson writes from Gloucester with some more funny inputs for "the excellent *Behind Closed Doors*". He also sends in his own 11-move solution to the game, similar to that of **Craig Henderson** in ish 45 except that Steve suggests you begin by pulling the chain, which makes the Balrog jump to his feet. Then he must pull up his trousers. Steve's additions to the funny input collections are GAMES, STEVE, SEAN, SEX, CATCH FLY, ROCHDALE, BALROG and, would you believe, JACKIE RYAN! Soon as I finish writing this I'll be investigating what response you get to that one. Steve also includes a few rudies that I can't possibly print, like a certain four-letter word typed backwards.

Sometimes letters arrive at just the right time. **David Greive** and his son **Ashley** write from Dumfries, presumably each with one hand on the pencil, and ask how to get going on *Knightmare*. I didn't have the info on this, 'til another letter in the same post from **Matthew Lawrence** of Woking told me all about it. That's a common question, and pretty tricky, so for the benefit of all here's Matthew's advice, printed *in a forwards direction* (so if you don't want to know just read it backwards). GET FOOD, ASK OLD MAN, GIVE WATER, GIVE FOOD, ASK OLD MAN, GET SPACE, GET ROCK, OPEN DOOR, GO EAST, TAKE ROCK, DIG GROUND and you'll fall into a dungeon passage with two guards. Immediately enter THROW and press fire, open the door to the south (don't go west whatever you do), and when you come to the wall monster answer FALSE, TRUE, FALSE.

Phew, what a month. Letters from The Ritz and a cat, faxes from Belgium and promises to kiss my feet. I think I need to go and lie down in a darkened room...

ILLUSTRATION BY ANTHONY COLBERT

Venture forth with Mike Gerrard

● John Tabraham of Prescot asked me about the Spectrum release of *Bard's Tale II*, as he's now mapped every square of every level in the first game and can't wait to get his hands on the follow-up. He'll have to, unfortunately. Since the reader's wish is my command, I picked up the phone to Activision and asked them about it. All they would say was a fairly non-commital "Not this year". Oh well, it's nearly next year, but I wouldn't hold your breath by the sound of it.

● Devotees of the bard (*Bard's Tale*, that is) are always writing to ask me if I've got maps of the game, which I haven't. Think I'm made of paper or something? But registered addict John Tabraham (again) has come to the rescue, and is offering a map and hints service. He sent me a sample map and it really is worth having, but as there are several sheets to cover all the levels in the game he will have to charge for the photocopying. It works out at £1.50 (plus sae) for the full game, but he will throw in a lengthy list of hints and tips as well. "Pure craftsmanship," John calls his maps, and who am I to disagree with such a modest assessment? The maps are available from him at 35 Knowsley Park Lane, Prescot, Merseyside L34 3NA.

● Another impending release ought to be *Gnome Free*, the third of Level 9's Ingrid Bottomlow games. Only the other day I read an interview with Level 9's Pete Austin, who ticked the journalist off for suggesting that Pete himself had said there would be a third Ingrid game. "I think I was slightly more careful with my words," Pete answered. "What I actually said was that I would very much like there to be another Ingrid."

Well, blow me down but later that very same day I received a letter from Claire Watson of Needham Market asking what had happened to *Gnome Free*, as promised on the box for *Ingrid's Back*? Sure enough, a quick look at the packaging reveals that *Gnome Free* will be published in May 1989. Ahem, yes, well perhaps whoever writes Level 9's packaging should be slightly more careful with their words!

So what's happening on *Gnome Free*? Well, according to Pete they've got an outline and even a booklet done, but are waiting to see how their next release, *Scapeghost*, does before committing themselves to a third Ingrid game. It'll be a great shame if they don't go ahead, as the first two have been amongst the best adventure releases of the last few years!

● "Keep on writing the *YS* Adventures section," says Daniel Brice, "lest we should forget how to SDRAWKCAB DAER!" Don't worry, Daniel, I will, I will. But what are you doing in the news section? Oh, I see, looking for a quick plug. Varrooooom! There it went. And let's see it again in slow motion...

What am I on about? I've no idea. What Daniel's on about is his Spectrum Software Exchange Club, run from 178 Forest Road, Kingswood, Bristol BS15 2EN. He's been running it successfully for some time, though says he'd like to attract more adventurers as at the moment only 5% of members want to swop adventure games. I'm always getting letters from readers trying to get hold of older adventure games, and swop clubs like this are one way of doing just that. Send an sae for further details, and note that Daniel deals in original copies only. Pirates will be shown the door.

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THE GORDELLO INCIDENT

It's been 18 months since Tartan's last release, *Double Agent*, and looking at the programming work that's gone into this new one I'm not surprised! The result is a headache of an adventure that's totally different from anything you've ever played before, and guaranteed to keep you scratching your head for months on end. There are two modes of play, easy and hard, and as the easy one is impossible, anyone playing the hard level deserves a medal — or a medical check-up.

Gordello is a three-part, text-only adventure which tells the tale of the evil Dr Gordello and his clinic in Switzerland. It's here that he has perfected the technique of making clones of animals, and is now experimenting on humans. The actual storyline is as complicated as a piece of knotted string, but it's all explained in the optional instructions.

A few of these knots in the plot unravel in places where they shouldn't. For instance, you are an agent for the S6 secret service in London and your boss has received a video from Gordello that he claims shows you and a clone at his Swiss clinic. In other words, he claims *you* are a clone, the original being under his control in Switzerland! Your boss disproves this by the simple technique of asking you your phone number, as the imperfect clones cannot remember numbers. But a moment later you discover your task is to unite the two present sub-standard clones in the Clonetron machine and thereby produce a super-clone, capable of speech. So if your boss already knows that the two current clones are not capable of speech, what on earth is this phone number nonsense all about? As long as you can speak, you can't be a sub-standard clone anyway. On top of that, if your boss knows that uniting the sub-standard clones in the Clonetron will produce a super-clone, how come Gordello hasn't twigged yet? I think the plot's got so convoluted it's totally out of control.

Anyway, ignore all that and get on with the game. Just do what you're told and you'll be alright. At first glance the split-screen looks identical to *Double Agent*, and even at second glance too, with the AB clone's half of the game on the left-hand side, and the BA clone's down the right. You can conveniently control both clones from a keyboard in London, but only one at a time, switching between them by typing AB or BA. You can also type P to pause, and believe me you'll need to!

The BA clone has a design flaw (another one!) in that it does the opposite of what you tell it, so GET JACKET will result in the jacket being dropped. In fact this isn't fully implemented as commands like SEARCH and STEAL still work as they should — maybe the author couldn't think of convenient opposites. I know I can't.

Part One requires you to manoeuvre both clones into the ante-room of the Clonetron machine, avoiding the various guards who are wandering round the place. The clones are in different areas of the laboratory, the only joint location being the ante-room, so no co-operation between the two is needed and you can solve the problems on one half of the screen first then go on to the other, or flip between the two as you go along.

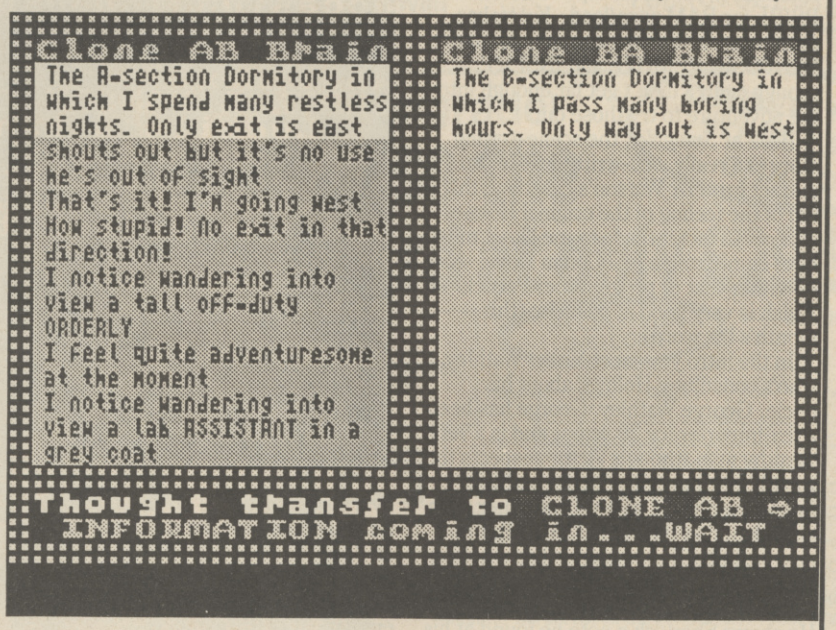
If I thought Part One was complicated (and I did) then Part Two gets even worse. The twist, as if we needed one, is that the two clones bumped their heads together when leaving the ante-room at the end of Part One, the result being that they now both respond when you type in a command, with the one you're in current contact with acting first. Don't forget, though, that clone BA still does the opposite of what you tell it, so if you type in SOUTH then AB goes south in his half of the screen while BA goes north in his half! At least they start off in the same place, and you're only faced with making one map in this part, not two separate ones. But how on earth do you get both clones to the Clonetron simultaneously when one always does the opposite of what you say, and there seems to be only one entrance to the machine? I get a headache just thinking about it.

If you get to Part Three, which I estimate should take you 'til about 1999 when the story is actually set, then you will at last have managed to create the single super-clone. So what happens to the second half of the screen? Can we kiss it goodbye? No chance. In that window you can now control any one of the 14 other characters that are moving around. Type CALL SOLDIER, for instance, and it's the soldier's view of the adventure you see on the right-hand side. My mind not only boggles it double-boggles at the programming problems there must have been. If it took 18 months to write I reckon Tom Frost must have been working a 36-hour day.

Anyway, the fourth part of this three-part adventure is a bonus program that gives you some news you definitely will not want to hear when you get to the end of the game. There's also a couple of puzzle games as a reward for finishing.

Gordello is a fascinating adventure, and in amongst all these complications of plot, screen layout, character-switching and programming there are some clever puzzles as well. The features in the game aren't just gimmicks, they are actually part of the story and part of the problems too.

The only simple thing is the fact that it's an excellent game that you ought to rush out and buy immediately. Then rush in again as you can't buy it outside and send off your money to Tartan Software the noo!



Title	*The Gordello Incident*
Publisher	Tartan Software, 61 Bailie Norrie Crescent, Montrose, Angus, Scotland DD10 9DT
Price	£3.95

Graphics	
Text	
Value for Money	
Personal Rating	8

THE CASE OF THE BEHEADED SMUGGLER

We've had quite a few Sherlock Holmes send-up adventures over the past year, so it's good to see someone going back to the original character and producing a terrific adventure as a result — knowing that the Sherlock character and stories are safely out of copyright, of course.

This is a two-part text-only adventure, so how come there are four programs on the tape? Elementary, my dear readers. The first prog's an intro and the last prog's a free bonus adventure called *Yuppie*. This revolves around a day in the life of an aspiring yuppie, Nigel Ffoulkes-Smythe. It's amusingly done, and raised a few chuckles from me.

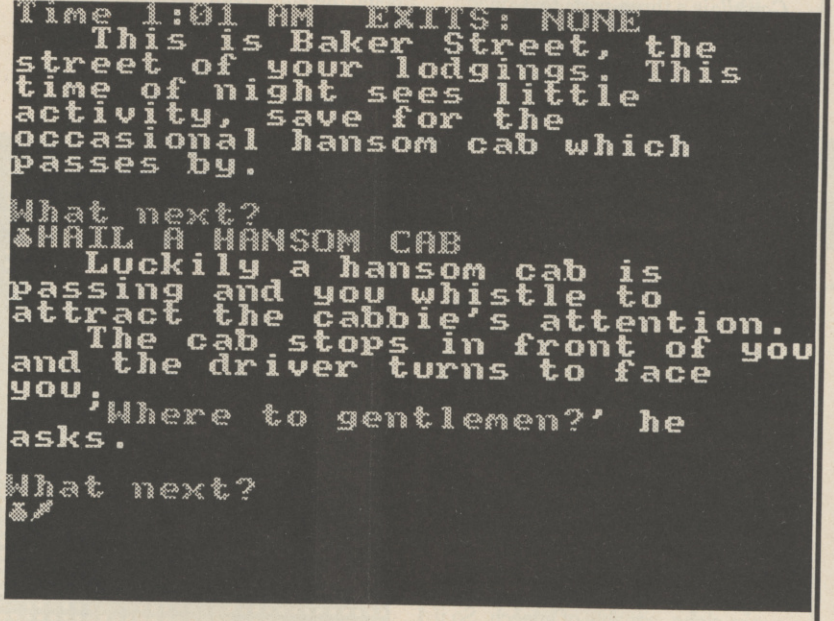
The intro program, which is written in Basic, loads up a menu from which you can choose several options. There are the credits and some brief adverts (and no, I don't mean they're adverts for briefs!), with lists of some of the commands each adventure understands. Useful in *Smuggler* will be X for examine, Z to wait, ALL commands, FIND (another character), TALK TO/QUESTION/ACCUSE (another character), TS/TL for tape save/load and RS/RL for RAM save/load. *Yuppie* has even more interesting commands, like PROPOSE, REMOVE and INSERT, though sadly I didn't get far enough into the adventure to try those out.

Back at *Smuggler*, the scene-setting story is a really well-written piece, an extract from Dr Watson's casebook that's full of the feeling of the original Holmes stories. In fact it reads to me like it must have come from a real Conan Doyle story — either that or programmer Patrick Walsh is very good at pastiche (this month's big word).

In the intro you meet Victor Wathley, who's consulting Holmes about his uncle, George Wathley. George has been a tea-importer for 20 years, and is a very wealthy man, though Victor suspects the wealth may have more to do with importing opium, alcohol and other such stuff than just the old PG Tips. But he also suspects that someone has a hold on his uncle, and is forcing him to do this, so he wants to know if Holmes can help. He shows Sherlock a note he found at his uncle's house on a recent visit, which says 'REMEMBER JOHNSON, YOU WILL GET THE SAME'. Holmes recalls the recent murder of Nathaniel Johnson, whose body had a note attached which showed two crossed swords. This is the symbol of the Fellowship of the Swords, a masonic-like society. Holmes arranges to meet Victor at his uncle's house in Horsham, where they then find the decapitated body of the uncle lying in a pool of blood. Your task as Holmes is to find the killer, the weapon and the motive.

On loading up the first part, it's 2 pm and there you are outside Wathley's country house with Watson, Victor and a headless corpse at your feet. Don't tread in the blood, it could be evidence. Watson finds a button and a note on the body — the note, needless to say, has two crossed swords on it. Victor runs off to fetch the fuzz, leaving you and Watson to explore.

In the entrance hall you find a walking stick, with an ivory tip and a top that's encrusted with diamonds. This suggests robbery wasn't the motive, though the stick requires a close examination. A fire is still burning in the grate, so the crime must have been fairly recent. If you can find the secret room, which is none too difficult, you will unearth a diary which explains quite a lot about what's been going on. You also trigger off an amusing little message, where Watson's startled by a spider that runs up his trouser leg. As you point out what it is he brushes it off "and tries to regain his usual air of dignity". There are quite a few of these random messages which add to the enjoyment of the game.



As I played further into it, I found it very slightly disappointing — not that it's bad, not at all, just that I think more could have been made of it, when so much trouble has been taken with the story background. There aren't too many problems, and those that are there are comparatively easy — more a case of examining objects to find clues, and watching your score slowly mount up. You hope.

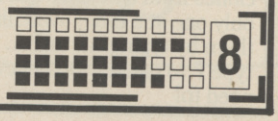
This certainly didn't put me off the game, but it shows the difficulty of adapting a Holmes-like investigation into an adventure game. It can be done, but I think you need a bit of problem-solving to your evidence-gathering. It's a different approach to an adventure game, I suppose, as you're faced more with the way things would be in the real world — a lot of objects to examine and to see what you can make of them, rather than just trying to get through locked doors, although there's one of those for you too!

There's also the traditional adventure bug, which I hope the author sorts out. In Wathley's bedroom, if you open the wardrobe you're told there's a coat inside, which then appears in the location description. Try to GET COAT, and you're informed it ain't there! GET COAT FROM WARDROBE? Nope. ENTER WARDROBE? Nope. EXAMINE COAT, WEAR COAT? OPEN WARDROBE, CLOSE WARDROBE? Nope, can't be done. I checked the hint sheet I'd been given, which suggested it would be useful to me if I got something from Wathley's wardrobe. I wish I could.

Assuming that bug's sorted out, this'll be an excellent game to play as what I saw of the rest of it was perfectly bug-free. The inclusion of a few tougher problems would have improved it, but it still rates very highly for entertainment value and professionalism. It's the first time I've heard of Patrick Walsh and Mental Image, but if *The Case Of The Beheaded Smuggler*'s anything to go by it won't be the last.

Title.....*The Case Of The Beheaded Smuggler*
Versions.....48K cass only
Publisher..... Mental Images, 36 Verney Road, Langley, Slough, Berks SL3 8NX
Price. £2.99 (cheques payable to Patrick Walsh)

Graphics
Text
Value for Money
Personal Rating



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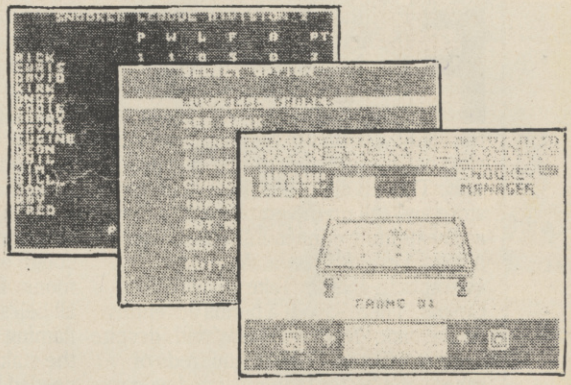

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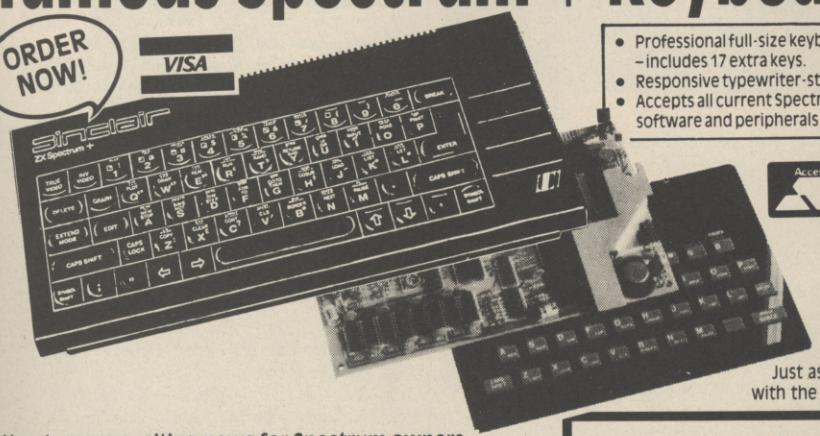

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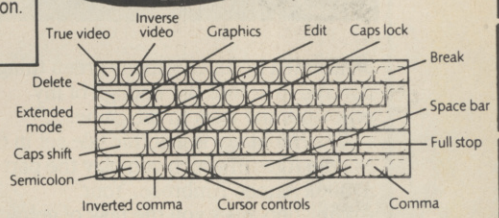

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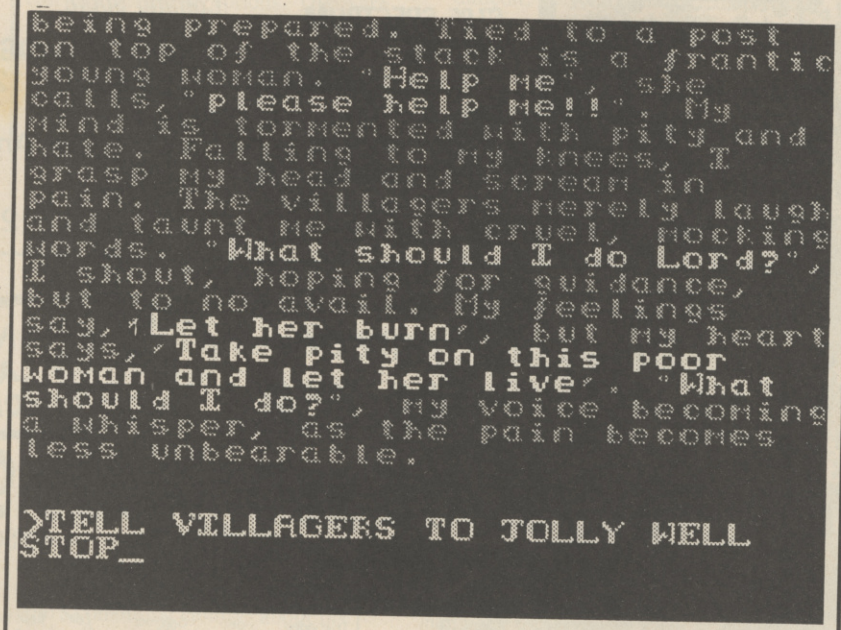
THE HERMITAGE

First, the facts. *The Hermitage* is the first release by the Pegasus Developments team. It's got full text 'n' pix on the +3 (which is being reviewed), with a lengthy text-only version for 128K machines and your basic bog-standard text-only job in 48K. The +3 disk uses the 'B' side to store and call up the graphics, and these are beautifully done in full-colour, putting Level 9's recent *Lancelot* attempts to shame. Take a bow, Peter Collins. There's even a bonus adventure on the disk, *Teacher Trouble*, and, despite being set in a school like hundreds of others, it's better than most and won me over at the point where the hero is wandering down a corridor and "Ernir is nasty things have been happening at the monastery. Several bodies are now lying around, with grizzly things having been done to them. There's a good gothic atmosphere, added to if you examine the statues in the chapel or read the bible you find in the pulpit. Off on your travels you get half-way over a rope bridge when a man appears at the other side and threatens to cut the rope if you don't cough up some cash. Result? One dead monk. Elsewhere there's a village where all hell's let loose, with drunken riotings, flaming huts and women being burnt at the stake. A good deed or two are needed here if you're to progress.

Conversation with other characters is a bit limited, in that you can usually say



confronted by an enormous green thing covered in scabs! But enough of my problems and back to the game..."

The Hermitage is a gothic tale set in the Middle Ages in which you play the part of a monk named Ambrose. Your Archbishop gives you the task of going on a pilgrimage to the mountains of Vainmiomen to destroy an evil hermit, said by some to be an incarnation of the devil himself. You don't really feel up to it but the 'bish won't take "No" for an answer and off you go. This is a brief summary of a longer background nicely presented in an optional introduction.

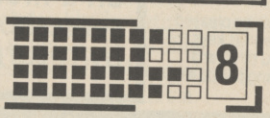
The game's got a good professional look all round, except for spelling mistakes like 'existance', 'monotanous', 'uneasyily' and others too numerous to mention. Pegasus will have to sort this problem out if it's going to develop. Which it will, judging by this effort. The screen's well presented, the text is good, if a little gory in places, and the whole thing moves along briskly.

For once it pays to retrace your footsteps at the start, to discover that what you like to them and get the necessary response, and the vocabulary could be wider. A woman asks you to help her, but HELP WOMAN doesn't work, nor does RESCUE WOMAN (despite RESCUE being in the game's vocabulary according to the VOCAB command). You have to FREE WOMAN.

When a game has a few faults, as this one does, it often puts me off but the strong story and atmosphere of *The Hermitage* make it stand out from the crowd. Anyone taking the trouble to produce a special graphics version just for the +3 at under a tenner deserves a pat on the back too. Well worth buying.

Title..... *The Hermitage*
Publisher.....Pegasus, 760 Tyburn Road, Erdington, Birmingham B24 9NX (Cheques payable to 'Tony Collins')
Price ... £4.99 +3 disk/ £2.99 128K cass/£1.99 48K cass

Graphics
Text
Value for Money
Personal Rating



KIND SOULS

Just a few kind souls this month, so if I can find space for them all I can finally get rid of the backlog... 'til the next lot of letters arrives.

Steve Lodey says he's getting lonely because no-one's writing to him any more, and all he can find to do is sit with his feet up drinking beer and nursing his football injury. I'm sure you lot can soon put a stop to all that nonsense! Send your saes to Steve at 5 Felix Road, Felixstowe, Suffolk IP11 7JD for any advice at all on *Aftershock, Castle Blackstar, Classic Adventure, Demon From The Darkside, Dungeon Adventure, El Dorado, Emerald Isle, Erik The Viking, Espionage Island, Eye Of Bain, Fantasia Diamond, Fourth Protocol, Gnome Ranger, Golden Apple, Ground Zero, Hammer Of Grimmold, Hampstead, Hobbit, Imagination, Inca Curse, In Search Of Angels, Invincible Island, Karyssia, Kayleth, Kentilla, Kobyashi Naru, Life Term, Lords Of Time, Mordon's Quest, Mountains Of Kat, Price Of Magik, Prehistoric Adventure, Quest* (Hewson), *Golden Eggcup, Holy Grail, Red Moon, Return To Eden, Rigel's Revenge, Robin Of Sherlock, Seabase Delta, Serf's Tale, Sherlock, Ship Of Doom, Snowball, Sorceror Of Claymorgue Castle, Subsunk, Temple Of Vran, Terrormolinos, Boggit, Urban Upstart, Valkyrie 17, Velnor's Lair, Very Big Cave Adventure* and *Worm In Paradise.*

Steve also asks if there's room to thank **Doreen Bardon** for her very kind help to him on *The Jade Stone.* Sorry, there would have been but for the space that last sentence took up.

Here's a letter from a place called Hala, which I thought stood for Hints Archive For Lost Adventurers, but apparently it's a place near Lancaster. It's where reader **Anthony Melville** lives, at 39 Slaidburn Drive, Hala, Lancaster, Lancs LA1 4QX to be precise. That's the place for your queries, dearies, on *Big Sleaze, Book Of The Dead, Bored Of The Rings, Buckaroo Banzai, Bugsy, Castle Eerie, Circus, Claws Of Despair, Colour of Magic, Crown Of Ramhotep, Crystal Of Chantie, Custerd's Quest, Dark Lore, Demon From The Darkside, El Dorado, Escape, Extricator, Eye Of Bain, Football Frenzy, Forest At World's End, For Your Thighs Only, Galaxies, Golden Apple, Golden Baton, Golden Mask, Greedy Gulch, Green Door, Gremlins, Ground Zero, Hammer Of Grimmold, Hampstead, The Helm, Heroes Of Karn, Hobbit, Imagination, Inspector Flukeit, Jade Necklace, Jewels Of Babylon, Knight Tyme, Kobyashi Naru, Lifeboat, Life Term, Loads Of Midnight, Lords Of Time, Matt Lucas, Mines Of Saturn, Mordon's Quest, Mural, Necris Dome, Neverending Story, Pirate Adventure, Planet Of Death, Play It Again Sam, Project X: The Micro Man, Golden Eggcup, Holy Grail, Red Door, Red Moon, Return To Earth, Rigel's Revenge, Satcom, Scary Mansion, Seabase Delta, Se-Kaa Of Assiah, Shadows Of Mordor, Ship Of Doom, Shrewsbury Key, SMASHED, Spy-Trek, Strange Odyssey, Subsunk, Terrors Of Trantoss, Three Weeks In Paradise, Twin Kingdom Valley, Urban Upstart, Valkyrie 17, Voodoo Castle, White Door, Warlord* and *Zzzz.*

Next in line — **Tony Faulkner**, 22 Davidson Road, Old Swan, Liverpool L13 2BT. Adventures solved — *Jack The Ripper, Pirate Adventure, Voodoo Castle, Escape, Rebel Planet, Waxworks, Mafia Contract II, Neverending Story* and *Erik The Viking.*

And the very last kind soul of them all... 'til next time... is regular reader and even more regular writer **Shane Wood**, of 20 Dale View, High Etherley, Bishop Auckland, Co Durham DL14 0JH. Shane has the habit of asking me a question about a game in his letter, then by the time he gets to the PS tells me that he's solved it. Among the games he has solved and can answer questions on (provided you enclose the obligatory sae) are *Bulbo And The Lizard King, Bugsy, Bored Of The Rings, Colour Of Magic, Claws of Despair, Erik The Viking, Everyday Tale Of A Seeker Of Gold, Fuddo And Slam, Hobbit, Heroes Of Karn, Hampstead, Kobyashi Naru, Lord Of The Rings, Lords Of Time, Golden Eggcup, Holy Grail, Robin Of Sherwood, Robin Of Sherlock, Sinbad And the Golden Ship, Star Wreck, Serf's Tale, Secret Of Little Hodcome, Terrormolinos, Wizbiz, Waxworks* and *Zzzz.*

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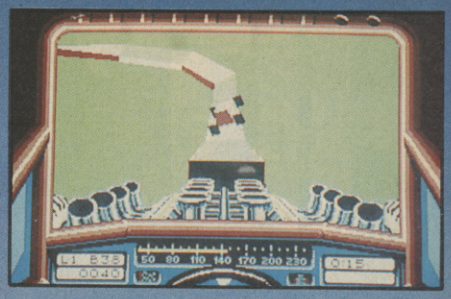
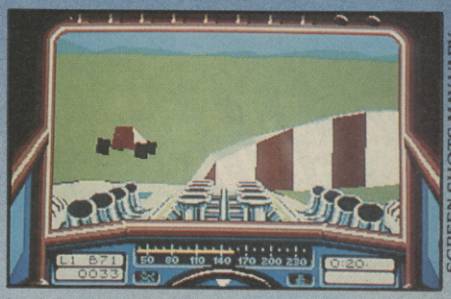
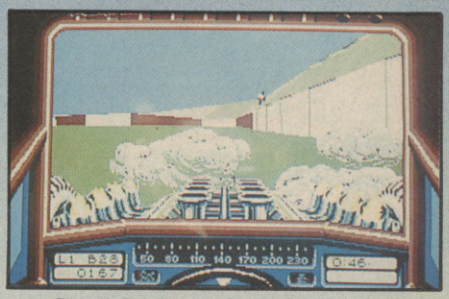




SCREEN SHOTS MAY VARY



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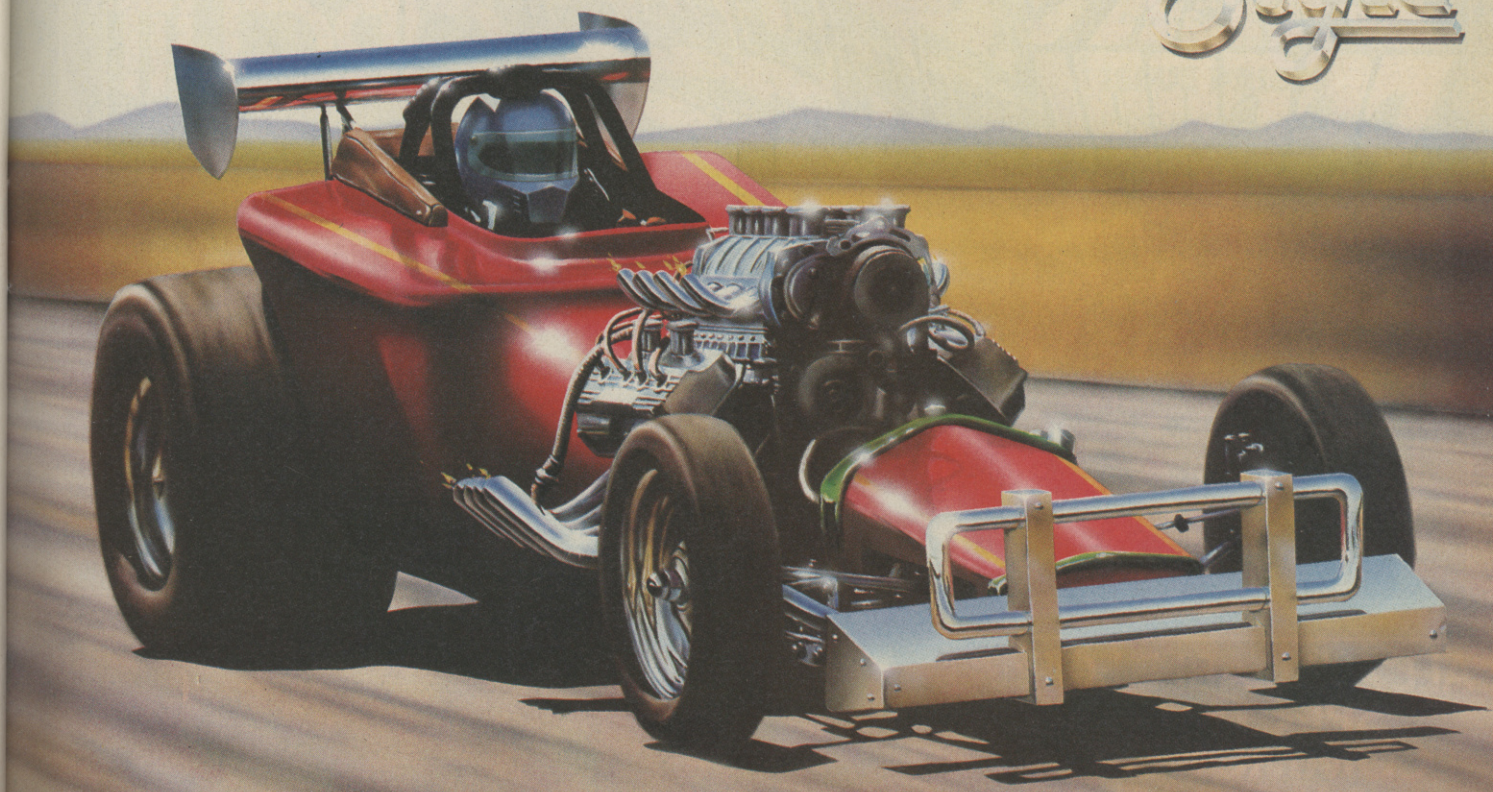
MicroStyle



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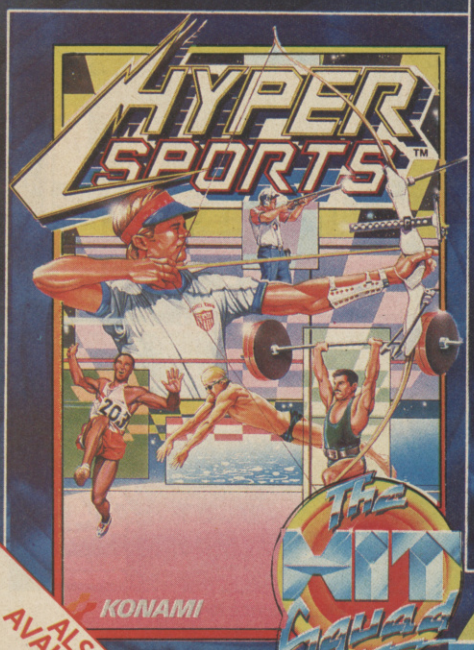
Stein

HIT'EM FOR SIX!



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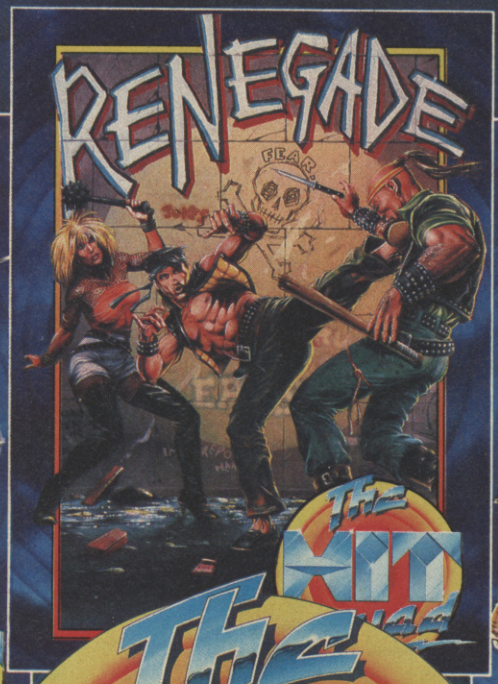

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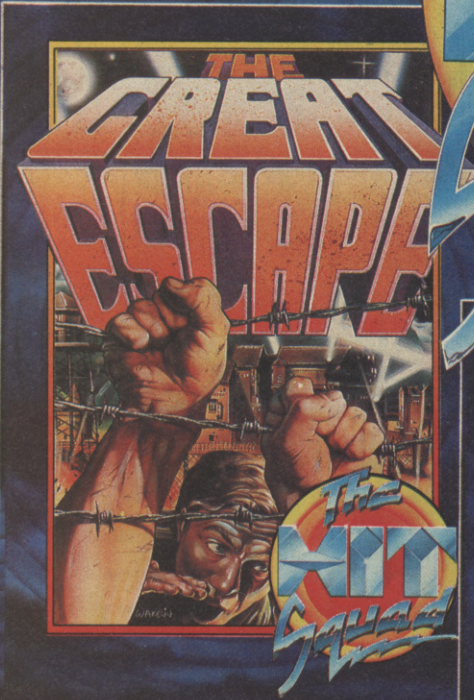

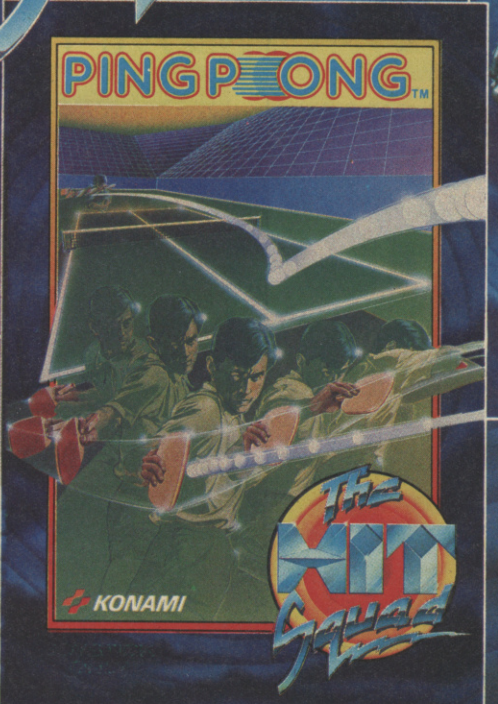

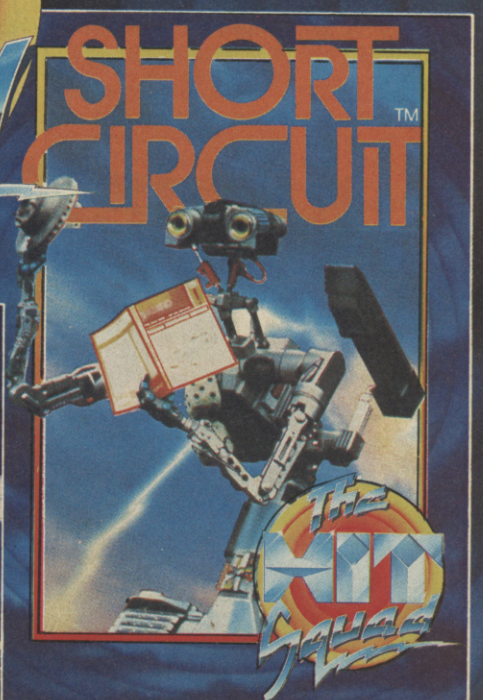

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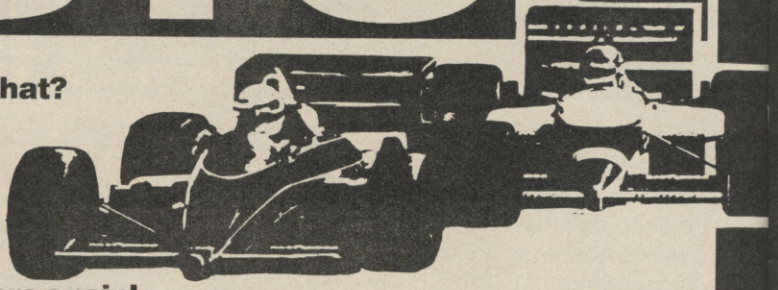
PROGRAM PITSTOP

Me oh my, is *Jonathan Davies* a hero or what? Still reeling from the trauma of Farty The Warthog's, er, untimely demise (*Sob sob waaaaargh! JD*) our resident prog-jock is... um... here again!



Well, yuletide is almost upon us once again, and all over the country those tacky illuminated snowmen are being dusted down and hung all over lamp posts. City centres take on an unnatural multi-coloured glow and Uncle Al rubs his hands in glee at the thought of all those potential Speccy owners scribbling out their letters to Santa.

The trouble is, having got your shiny new +3 or whatever, what are you going to do with it? Being a Pitstop reader, which puts you a cut above the rest already, you'll fling away the free games pack almost immediately and start searching for something a little more stimulating. Then you'll think back, inspiration will strike and you'll reach for your tattered copy of this ish.

There's yet another bumper bundle of code for you to digest this month, starting with a decidedly handy pointer routine from **Menno van der Star**. Not only that, there's a funny sort of wibbly thing from **Andrew Paine** too which I'm sure will find itself a use somewhere. And finally **Turstan Felstead** makes a welcome (?) return.

RED ARROW

by Menno van der Star

Well it's not, actually, it's a variety of colours, but red sounds nicer. This routine is the work of **Menno van der Star** who, with a name like that, could only come from the Netherlands. It does the mind-bogglingly useful job of giving you a little pointer which you can move round the screen and use to select icons, draw pictures or anything like that. The code works under interrupt mode two, so once you've run it the computer can get on with running your Basic program while the pointer moves around as a 'background task' (100% computerspeak there).

Usage

Couldn't be more straightforward. Type in the Hex with, of course, the Hexloader (check out issue 45 for more info on that), and save it. Then reset the computer, put it into 48K mode if necessary, CLEAR 64999 and then load the code back in.

When you RANDOMIZE USR 65000, up it comes (fnurk). The arrow can be moved around using Q, A, O and P, and M 'fires'. It's best if you put the computer into some kind of a loop at this point, otherwise loads of letters appear at the bottom of the screen. The longer you hold down a key, the faster the arrow moves, but it never goes off the screen.

When it comes to actually using the thing, you'll find that 65485 holds the x position of the tip of the arrow and 65486 holds the y position.

When you press M, 65487 changes from nought to one. By peeking these addresses and getting your program to respond accordingly, you'll find you can generate a masterpiece in minutes.

If, for some perverse reason, you want to get rid of the arrow, RANDOMIZE USR 65006.

```
65000 CD BB FE C3 E8 FF CD F4 =1777
65008 FE C3 F7 FF 00 CD 83 FF =1542
65016 2A CD FF 3A 7C FE 5F CB =1236
65024 3B CB 3B 06 01 CB 61 28 =668
65032 08 7D 93 30 01 AF 6F 06 =621
65040 00 CB 59 28 0D 7D FE FF =979
65048 28 05 83 30 02 3E FF 6F =654
65056 06 00 CB 51 28 0B 7C 83 =596
65064 FE C0 38 02 3E BF 67 06 =866
65072 00 CB 49 28 08 7C 93 30 =643
65080 01 AF 67 06 00 AF CB 41 =728
65088 28 02 3E 01 32 CF FF 22 =651
65096 CD FF 78 FE 01 20 06 3E =935
65104 08 32 7C FE C9 79 E6 FE =1242
65112 4F 3A 7D FE B9 28 05 3E =808
65120 07 32 7C FE 3A 7C FE 3C =931
65128 FE 32 38 02 3E 08 32 7C =606
65136 FE 79 32 7D FE CD F4 FE =1507
65144 CD BB FE C9 08 00 D5 C5 =1265
65152 3E BF 90 47 79 E6 07 C6 =1024
65160 01 5F CB 39 CB 39 CB 39 =876
65168 78 E6 38 CB 27 CB 27 B1 =1067
65176 4F 78 E6 07 57 78 E6 C0 =1065
65184 CB 3F CB 3F CB 3F B2 C6 =1126
65192 40 67 69 C1 D1 C9 80 C0 =1195
65200 E0 F0 F8 FC F0 90 10 08 =1372
65208 08 04 04 ED 4B CD FF 2E =834
65216 0D 11 07 FF E5 CD 7E FE =1106
65224 7C FE 40 30 02 18 04 FE =774
65232 58 38 0B AF 12 13 12 13 =404
65240 12 13 12 13 18 0D EB 73 =461
65248 23 72 23 EB 7E 12 13 23 =617
65256 7E 12 13 05 E1 2D 20 D4 =682
65264 CD 3B FF C9 21 07 FF 06 =1021
65272 0D 5E 23 56 23 7E 12 13 =426
65280 23 7E 12 23 10 F3 C9 20 =706
65288 20 20 20 20 20 20 20 20 =256
65296 20 20 20 20 20 20 20 20 =256
65304 20 20 20 20 20 20 20 20 =256
65312 20 20 20 20 20 20 20 20 =256
65320 20 20 20 20 20 20 20 20 =256
65328 20 20 20 20 20 20 20 20 =256
65336 20 20 20 11 07 FF 21 AE =582
65344 FE 06 0D 7E 32 81 FF AF =1008
65352 32 82 FF E5 3A CD FF E6 =1412
65360 07 FE 00 28 0D 4F 21 81 =555
65368 FF CB 1E 23 CB 1E 28 0D =812
65376 20 F7 1A 6F 13 1A 67 13 =583
65384 13 13 3A 81 FF B6 77 23 =816
65392 7D E6 1F FE 00 28 05 3A =743
65400 82 FF B6 77 E1 23 10 C3 =1157
65408 C9 00 00 21 CB FF 01 00 =690
65416 05 7E 1F 1F E6 1E 5F 16 =570
65424 00 7E 23 E5 21 B8 FF 19 =887
65432 57 C5 4E 23 46 ED 78 04 =828
65440 05 28 01 2F 5F C1 E1 7A =728
65448 E6 07 28 05 CB 1B 3D 20 =605
65456 FB CB 1B CB 11 10 D2 C9 =1128
65464 FE F7 FE FB FE FD FE FE =2021
65472 FE EF FE DF FE BF FE 7F =1796
65480 29 28 08 10 3A 7C 66 00 =389
65488 F5 C5 D5 E5 FF F3 2A 59 =1513
65496 5C 7E FE EA CD F5 FD E1 =1634
65504 D1 C1 F1 FB C9 C3 D0 FF =1753
65512 3E 39 ED 47 ED 5E FB C9 =1210
65520 00 00 00 00 C3 D0 FF F3 =901
65528 3E 03 ED 47 ED 56 FB 18 =971
STOP
```

WIBBLE

by Andrew Paine

I bet if you tried to count the number of times you've sat staring at your Speccy screen and thought "I wish I could make it wibble about a bit" you'd run out of fingers and toes in no time at all. Frustrating, isn't it? **Andrew Paine** has obviously encounted this problem more often than most, because he's actually got up and done something about it. *Wibble* is the result, and it does in fact make your screen, or just parts of it if you want, wibble about a bit.

To put the thing into operation, type in the Basic section and save it with SAVE "WIBDEMO" LINE 190. Then, by way of the Hexloader, type in the Hex at address 60000 and save it after the Basic. Then reload and run. Wibbly, eh?

But it doesn't stop there. You can tweak the program to your satisfaction by POKEing the following addresses.

60004 Number of repeats until picture is stationary.
60006 Number of frames per repeat (must be a multiple of 16).
60119 Shift coefficient (how far it wibbles).
65533 Address at top left hand corner of window.
65534 Width of window in characters (allow at least three characters on either side of your image).
65535 Height of window (in pixels).

```
60000 CD AD EA 0E 04 06 40 C5 =897
60008 CD 19 EB C1 10 F9 0D CA =1138
60016 78 EA CD 7D EA C3 65 EA =1448
60024 FD 21 63 5C C9 FD E5 C5 =1357
60032 06 08 FD 23 FD 7E 07 37 =743
60040 CB 1F FD 77 07 FD 7E 00 =992
60048 3F CB 1F FD 77 00 10 EA =919
60056 06 08 11 10 C0 C5 01 10 =453
60064 00 21 00 C0 ED B0 C1 10 =847
```

```
60072 F4 C1 FD E1 C9 3A FF FF =1684
60080 4F 3A FE FF 47 2A FC FF =1266
60088 FD 21 00 C0 D0 21 10 C0 =940
60096 FD E5 C5 E5 D5 01 C8 00 =1322
60104 21 00 C0 11 01 C0 AF 77 =729
60112 ED B0 D1 E1 06 04 3E 01 =920
60120 FD 23 FD 77 00 EE FF FD =1406
60128 77 07 EE FF CB 17 10 FD =1101
60136 06 03 CB 1F CB 1F FD 23 =765
60144 FD 77 00 EE FF FD 77 07 =1244
60152 EE FF CB 1F 10 F0 C1 FD =1429
60160 E1 C5 E5 D5 11 10 C0 06 =1095
60168 08 C5 01 10 00 21 00 C0 =447
60176 ED B0 C1 10 F4 D1 E1 C1 =1493
60184 C9 3A FE FF 47 3A FF FF =1407
60192 4F 2A FC FF 16 00 7A 32 =822
60200 2C EB DD 7E 47 A7 CA 64 =1166
60208 EB 3C CA 64 EB 3D FE 01 =1148
60216 CC 80 EB FE 02 CC 80 EB =1390
60224 CC 80 EB FE 04 CC A7 EB =1431
60232 FE 08 CC E0 EB FE FE CC =1637
60240 90 EB FE FD CC 90 EB CC =1673
60248 90 EB FE FB CC B4 EB FE =1757
60256 F7 CC C8 EB 14 CD F3 EB =1589
60264 79 BA C2 26 EB 21 10 C0 =1015
60272 7E F5 23 11 10 C0 01 80 =760
60280 00 ED B0 F1 32 8F C0 C9 =1240
60288 F5 E5 C5 37 3F 7E CB 1F =1149
60296 77 23 10 F9 C1 E1 F1 C9 =1279
60304 F5 E5 D5 16 00 58 1D 19 =851
60312 D1 C5 37 3F 7E CB 17 77 =995
60320 2B 10 F9 C1 E1 F1 C9 F5 =1413
60328 E5 C5 AF ED 67 23 10 FB =1243
60336 C1 E1 F1 C9 F5 E5 D5 16 =1569
60344 00 58 1D 19 D1 C5 AF ED =960
60352 6F 2B 10 FB C1 E1 F1 C9 =1281
60360 F5 E5 D5 16 00 58 1D 19 =851
60368 C5 56 AF 77 7A 57 2B 7E =955
60376 72 10 FA C1 D1 E1 F1 C9 =1449
60384 F5 E5 D5 C5 56 AF 77 7A =1386
60392 57 23 7E 72 10 FA C1 D1 =1030
60400 E1 F1 C9 7C E6 07 FE 07 =1289
60408 CA FD EB 24 C9 7D E6 E0 =1506
60416 FE E0 CA 0E EC D5 11 E0 =1384
60424 06 A7 ED 52 D1 C9 D5 11 =1132
60432 20 00 19 D1 C9 00 00 00 =467
```

```
 10 CLS
 20 FOR Z=0 TO 7: PRINT AT Z,5;
"                    ":
NEXT Z
 30 PLOT 40,175: DRAW 159,0
 40 PLOT 40,112: DRAW 159,0
 50 PRINT AT 1,10;"YS Is Fab!"
 60 CIRCLE 120,132,17
 70 CIRCLE 120,132,18
 80 POKE 60119,2: REM freakout
 90 POKE 60006,64: REM frames
100 POKE 60004,4: REM # steps
110 POKE 65535,72: REM height
120 POKE 65534,32: REM width
130 LET ADDR=16384: REM screen
address of top of window
140 LET A=INT (ADDR/256): LET B
=ADDR-(A*256)
150 POKE 65532,B: POKE 65533,A
160 RANDOMIZE USR 60000
170 STOP
180 CLEAR 59999
190 LOAD "WIBCODE"CODE 60000,46
0
200 RUN
```

SPARKLE

by Thurstan Felstead

Lock up your livestock — he's back. Equipped with only a crayon and low-voltage Speccy, **Thurstan** has somehow managed to put together another jumble of letters and numbers which, when typed in in the right order, produces astonishing results.

This time it's a short routine, with built-in demo, designed to add a bit of sparkle to your screens (which is why it's called *Sparkle* in fact).

```
 10 REM
 20 REM Sparkle!
 30 REM
 40 REM Thurstan Felstead
 50 REM
 60 REM
 70 REM Sparkle! Demo
 80 REM
 90 INK 7
100 PAPER 0
110 BORDER 0
120 CLS
130 PRINT AT 9,8;"YOUR SINCLAIR
"
140 PRINT AT 10,4;"THE SPARKLIN
G MAGAZINE"
150 LET x=62
160 LET y=102
170 LET size=2
180 GO SUB 310
190 LET x=175
200 LET y=87
210 LET size=2
220 GO SUB 310
230 LET x=120
240 LET y=87
250 LET size=2
260 GO SUB 310
270 STOP
280 REM
290 REM Sparkle! Routine
300 REM
310 BEEP .1,60
```

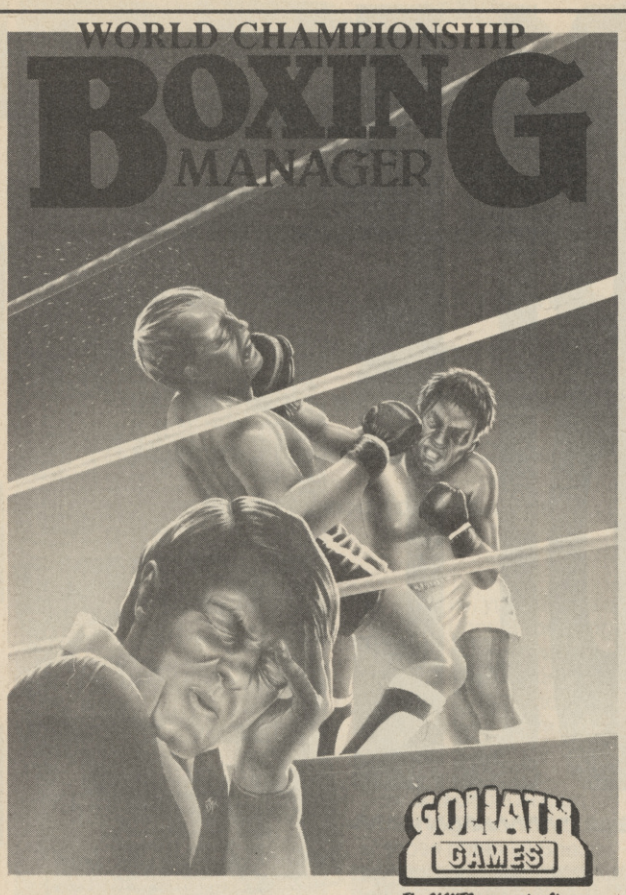
```
320 LET x1=x+2
330 LET y1=y+2
340 LET x2=x-2
350 LET y2=y-2
360 LET x3=x+2
370 LET y3=y-2
380 LET x4=x-2
390 LET y4=y+2
400 FOR m=1 TO 2
```

```
410 FOR n=1 TO size
420 PLOT x1,y1
430 DRAW 3*n,3*n
440 PLOT x2,y2
450 DRAW -3*n,-3*n
460 PLOT x3,y3
470 DRAW n,-n
480 PLOT x4,y4
490 DRAW -n,n
```

```
500 NEXT n
510 LET x1=x1+(size*3)
520 LET y1=y1+(size*3)
530 LET x2=x2-(size*3)
540 LET y2=y2-(size*3)
550 LET x3=x3+size
560 LET y3=y3-size
570 LET x4=x4-size
580 LET y4=y4+size
590 FOR n=1 TO size
600 OVER 1
610 PLOT x1,y1
620>PLOT x1-1,y1-1
630 PLOT x1-2,y1-2
640 LET x1=x1-3
650 LET y1=y1-3
660 PLOT x2,y2
670 PLOT x2+1,y2+1
680 PLOT x2+2,y2+2
690 LET x2=x2+3
700 LET y2=y2+3
710 PLOT x3,y3
720 LET x3=x3-1
730 LET y3=y3+1
740 PLOT x4,y4
750 LET x4=x4+1
760 LET y4=y4-1
770 NEXT n
780 PLOT x1,y1
790 PLOT x2,y2
800 PLOT x3,y3
810 PLOT x4,y4
820 OVER 0
830 NEXT m
840 RETURN
```

The End Is Nigh

I think it's really time I went and thought about my Christmas shopping. Trouble is, however early I start I'll still find myself completely prezzyless on Christmas Eve. Please send your programs and gift ideas to me, Jonathan Davies, at Program Pitstop, *YS*, 14 Rathbone Place, London W1P 1DE.



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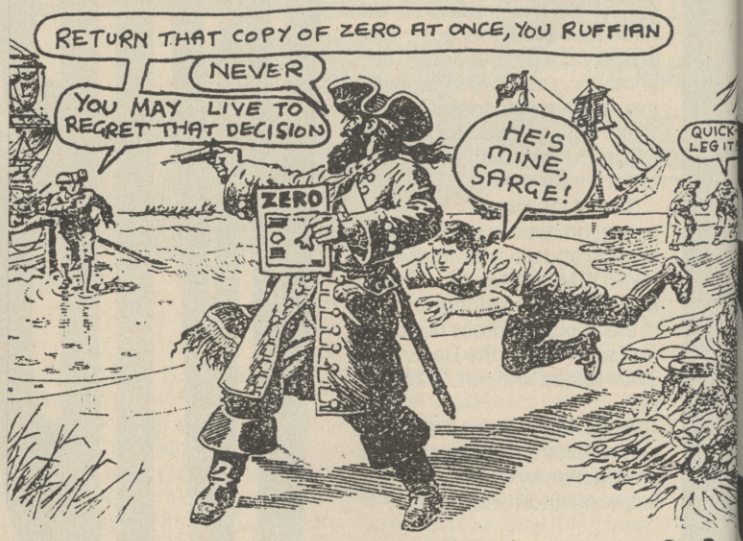
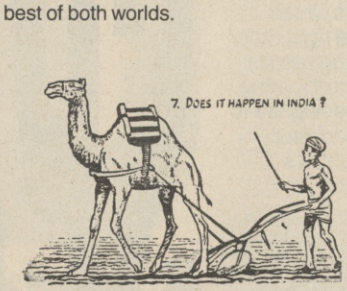
ZERO



PIRATE PERIL ON ZERO ISLAND

Checked out ZERO yet? Whaddya mean, 'No'? It's our sister magazine, and it's just as skill as *YS* – but with one major difference. There aren't any Speccies in it. Instead, it's full of stuff about the 'snoot' machines (ie STs and Amigas and PCs). There's news, reviews, hints, tips – all the kind of 'gear' you'd expect, as it happens. And there's also a 'mag within a mag' called Console Action, which is full of, erm, well, console stuff – Nintendo, Sega, PC Engine and all that malarkey. And the best thing about ZERO is that, unlike most of the other 16 bit mags, IT ISN'T BORING. Well, bits of it are, but **most** of it isn't. And anyway, the boring bits in ZERO are much **less** boring than the boring bits in the other 16 bit mags. So you can't lose really, can you? Buy ZERO **and** *YS* – you'll have the best of both worlds.



KEEP UP TO DATE ON THE 16 BIT MARKET – THE *YS* WAY

ZERO issue two is OUT NOW, and it's literally jam-packed with brilliance. From an exposé on the new Sega MegaDrive, through 'hundreds' of amazingly entertaining ST Amiga and PC games reviews, to an in-depth interview with Bungle The Bear (from *Rainbow*). We could go on for hours, but then the best thing you could do is to go out and BUY the blinking thing – it's only £1.50.

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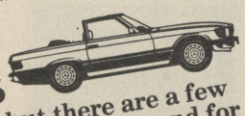
S·L·O·T·S O·F FUN

There wasn't room for a Slots last month, mainly because the issue was cram-packed with Christmas Speccy stuff. So I had a birrova shock when I popped down to our local dosh-eater emporium recently. 'Cos everything had changed. Like, totally. Ah well, better to have too much new stuff to choose from than not enough, I guess, though I have to admit that there was nothing that really hit me for six. Still, some were pretty decent so let's kick off with the pick of the bunch.

VOLFIED

Blimey! These coin-op names are just getting too ridiculous! Taito doesn't seem to care what it sticks on a cabinet these days. Still, on to the game. This one's a sort of puzzle thing, and it's an addictive little sod. But take away the flash graphics and you're left with, well, with *Zolyx*, the *YS* Smash Tape from a few issues ago. Everyone who's got that little cracker should know what playable little sausages these games are. You control a small cursor and must try to 'paint in' the screen by boxing areas off, before the baddies that lurk around the edges catch up with you. As they can only kill you while you're trying to box off a section of their area, the skill in the game is seeing your chance and taking it, without being too greedy and getting nabbed.

Volfied gives us spectacular pictorial backgrounds — rather along the lines of circuit boards — and numerous baddies all over the screen who try to destroy your cursor ship in various dastardly ways. Giant snakes, mechanical ladybirds and numerous smaller nasties all make it a lively and challenging little thing — and popular too. It took me ages queueing up for a go. The only trouble is that *YS* readers can already play essentially the same game at home.



Overall: 77°
Convertibility Factor: 5
Easy to convert and addictive, but there are a few versions of the same gameplay floating around for the Speccy already.

Watch that snake! Take over enough of the screen with some judicious little sorties and watch him explode. How very satisfying!

Matt's Corky Coin-Op

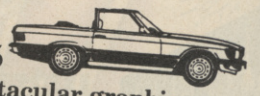
SAGAIA

This is the biggest and most spectacular dedicated cabinet around at the moment. Peer in the back and what do you get but two screens worth of horizontally scrolling shoot-'em-up. And space ship horizontal scroller at that. A bit of a disappointment really. Still, as horizontal scrollers go it's a bit of a goodie. There are hundreds (well, lots) of stages, starting off on the surface of the Sun and working their way out through the solar system past Mercury, the Earth, the Moon and so on to Jupiter. Still, back to the Sun.

Here come the waves of alien space craft from the far end of the right hand screen now, giving you plenty of time to knock them out of the sky. A lot of these first wave ships are leaving icons behind too which seems pretty generous — until you realise how badly you're going to need them! Extra missiles, lasers, bombs and the force field especially come into their own in a big way when ships start appearing from the back of the screen, curling all around the place. Mutant fish leap out of the fire beneath you as well and giant end-of-level monsters like massive dragon fish float slowly but dangerously on to the screen. At some points the game flips and starts scrolling the other way with you now approaching from the far right.

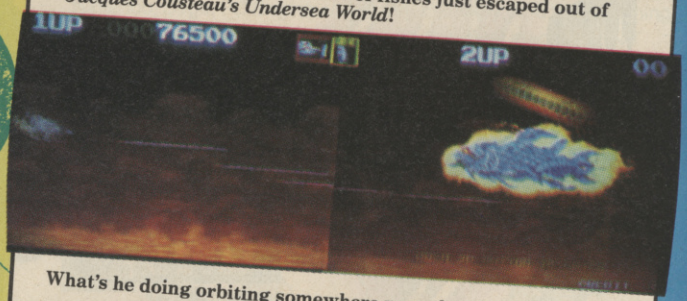
Sagaia (what on earth is that name meant to mean?) is a fairly involving state-of-the-art shooty game, but, cabinet notwithstanding, there's little really new or memorable about it. In fact, these two screen set-ups look impressive, but I find the design demands that the screens are set so far back in the depths that sometimes the action feels strangely detached. Still, not a bad one, Taito.

Overall: 85°
Convertibility Factor: 5



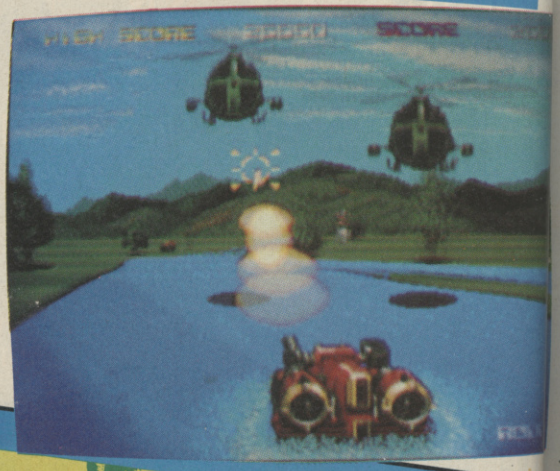
The two screen effect and spectacular graphics would be lost on the Speccy, so you'd be left with a bit of a bog standard shooty game.

Blimey! Looks like this mother of fishes just escaped out of *Jacques Cousteau's Undersea World*!



What's he doing orbiting somewhere near the Sun then?

Contrary to popular belief, this isn't a conversion of the famous Japanese cartoon about the adventures of our Dep Ed, but a hovercraft shoot-'em-up instead.

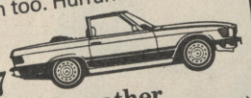


KY ADVENTURE

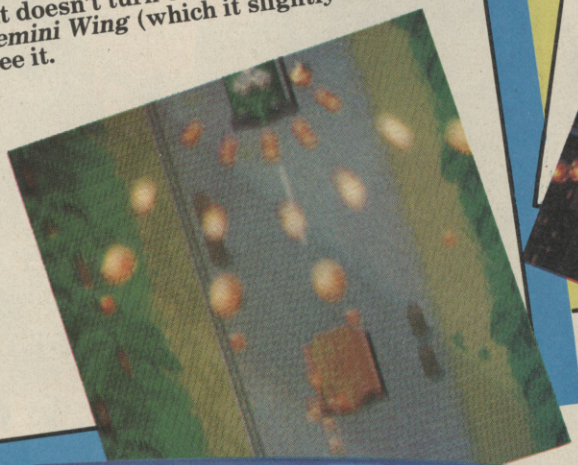
is is another contender in the 20p vertical scroller stakes, but a more worthwhile one than *Omega Fighter*. An evil South merican-style dictator called Colonel Claude (?) has taken over a ther spooky, jungly country, and it's your job to go in and 'take im out', as they say. You get a nice choice of four World War 2-ype planes to fly about in, each equipped with its own special xtra weapon. They all get the upgradable forward firing machine guns, but one of them also comes fitted with what look like packing crates (which you bomb people with), another fires out a flock of mini planes which swarm up the screen and so on.

The only trouble is Claudie-babes has his own squadrons of devious old fighter planes that come after you, and as if that wasn't bad enough most of the ground-based natives seem pretty hostile too. From flame-throwing dinosaurs and robot insects to boomerang-lobbing aboriginies nobody seems pleased to see you! Ho hum. Such is life.

This game is no ground breaker, but it's neat enough in its own *1943*-crossed-with-*Prehistoric Isle* sort of way, and worth a few pence of anyone's money. There's even a nice *Those Magnificent Men In Their Flying Machines* title screen too. Hurrah!



Overall: 69°
Convertibility Factor: 7
As long as it doesn't turn out like the rather hopeless *Gemini Wing* (which it slightly resembles) I'd like to see it.



Watch for baddies on the ground, in the air, and, er, in fact just about every-where.

Yikes! What are all these cars doing in my way?? Graphics are blocky but serviceable, and run very fast.

OMEGA FIGHTER

Well, it's cheap (20p a shot) which is just about all I can say for it. Ho hum. Basically, what we've got here is *Galaxians*. Updated, with a pretty Earth background graphic, but *Galaxians* nonetheless. And that's it. What, you want more? Well, okay, it's a vertically scrolling shoot-'em-up with some pretty simply designed sprites coming down the screen at you in waves, and your equally simple spaceship moving up the screen towards them. You shoot at them and they, um, shoot at you. Other levels take you inside giant alien ships and the like, but it's all a bit samey (even the weapon power-ups you get just deliver more of the same) and not very interesting. Your ship does a neat Catherine Wheel-shaped explosion when it dies though.

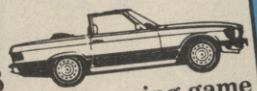
Overall: 63°
Convertibility Factor: 6
Perfectly possible, but does anyone really want to see another lacklustre variation on this theme? I think we've all moved on a bit, don't you?

Shoot the alien space ships and, er, that's it.

BIG RUN

Yep, it's another racing game. This time it's the Paris-Dakar rally that gets the treatment, and pretty nifty treatment it is too. The race takes place over a series of stages across North Africa, from the streets of France to the roughest desert tracks. The game lives in a dedicated sit-down cabinet — though without hydraulics — and features high and low gears and brake and gas pedals. Your ride is a Porsche Turbo, though there are all sorts of other cars to race against. All very well, but how does it play?

Pretty blooming well, actually. Though the graphics aren't as polished as in *Chase HQ*, say, and the sprites are in general a lot blockier, they do the job well enough, and the speed of the game more than makes up for it. *Big Run* fills the screen with the sharpest of bends, trickiest of mountain passes and bumpiest of road surfaces — it sent me skidding and crashing all over the place! It's expensive (a pound a shot) and it's hardly as though racing games are thin on the ground, but for all that it's a lot of fun. Worth a try, at least.



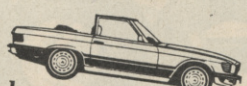
Overall: 78°
Convertibility Factor: 8
If you can take the prospect of another racing game on the Speccy, this'd be a fun one to see.

AQUAJACK

The quickest way to describe this is as a sort of hovercrafy *Op Wolf*. Or perhaps a hovercrafty *Cabal* would be more appropriate, since you can actually see your sprite there in the middle of the screen. You have a cursor on-screen too, which you control with a dedicated joystick, and your hovercraft sort of follows it as you move it about.

The game starts out on swamp land, where you must zoom around trees growing out of the water, bounce over floating logs (the hovercraft has a jump option and lands with a nice slapping noise) and take out hordes of tanks, ships, choppers and things which attack from all angles. It scrolls horizontally as well as into the screen, so, if things are getting too hot for you in one area, you can always scoot off sideways away from the action to where things are a bit cooler. Being a hovercraft, small islands and bits of land cause no problem either.

It comes in a neat dedicated stand-up cabinet too. Simple fun, but ace all the same. Oh yeah, and it's by Taito. They seem to be taking over this column!



Overall: 81°
Convertibility Factor: 8
The scrolling might be difficult, but the hovercraft shouldn't be too tricky to animate (it's basically just a big red blob). It's be dead playable too. A goodie.

ARCADE NEWS

Of the others we've seen lately we've been particularly impressed by (well, a bit impressed by) Namco's *Winning Run* (a sort of *Hard Drivin'* for Formula One cars with the same polygon-filled graphics but faster and smoother running), *UN Squadron* (three fighter planes, three pilots, and a horde of horizontally scrolling nasties in a Middle East war setting) and *Arch Rivals* (a comic basketball game from Data East). Oh, and then there's *Rastan Saga 2*, of course. More of the same platform and ladders slashing mayhem, but faster, smoother and better than the original. Took them a long time to get around to a sequel though, didn't it?

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YS/US GOLD COMPO

Ooooh! Aaow!

Win some cool *Moonwalker* goodies and a wicked Yamaha electronic keyboard!!

Michael 'Wacko Jacko' Jackson, eh? What a star he is... At the tender age of five, he was a member of the Jackson Five. He's been singing and dancing most of his life. His best friends are zoo animals. His second album *Thriller* sold over 40 million copies worldwide, and *Bad* is the first album in history to have had five number one singles. He sleeps in a plastic airtight bubble and talks like Mickey Mouse. The President of the United States gave him an award for his many amazing achievements. He wears a great deal of mascara, and one glove. Beneath his cool outfits he sports a pair of those very nasty nylon briefs with a picture of a half-eaten apple on the front. (*Are you sure about all these 'facts'? Ed*) He starred in his own movie *Moonwalker* and is now in the computer game of the same name, er, *Moonwalker*! And it's going to be 'bad'!! (Which means 'very good' in Michael Jackson speak.)

Yep, US Gold has got itself the rights to the Michael Jackson movie and the Birmingham-based software house is sure to exploit all its exciting bits for the computer game! Hurray! And guess what, they're so chuffed about it, they're offering us some splendid prizes in this, the *Your Sinclair*/US Gold *Moonwalker* compo!!

I'm Baaaaaaaad!... But The Prizes Are Splendid!

Yep, do you fancy following Jacko's giddy rise to stardom? Well, here's your chance! First prize is a splendid Yamaha electronic keyboard! It's got 61 keys, stereo speakers, 100 digital voices, digital synth, five track memory, 100 different rhythms, and even drum pads!! It works off mains or batteries (not included, fact fans) so you can take it anywhere to create and play the mega hit records that will launch you on the road to international pop superstardom!! Ah! Ah! AH! And that's not all! Yep, 'cos 20 runners up in this fab compo get splendid *Moonwalker* goody bags containing a tremendous T-shirt, a porky poster, a brilliant book, and a corking copy of the computer game!!

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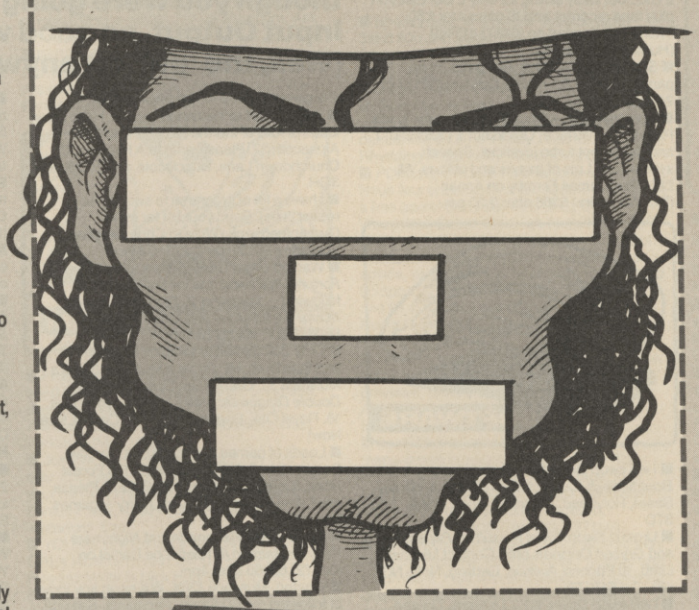
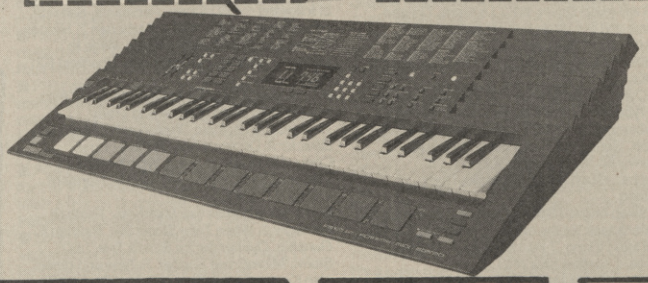


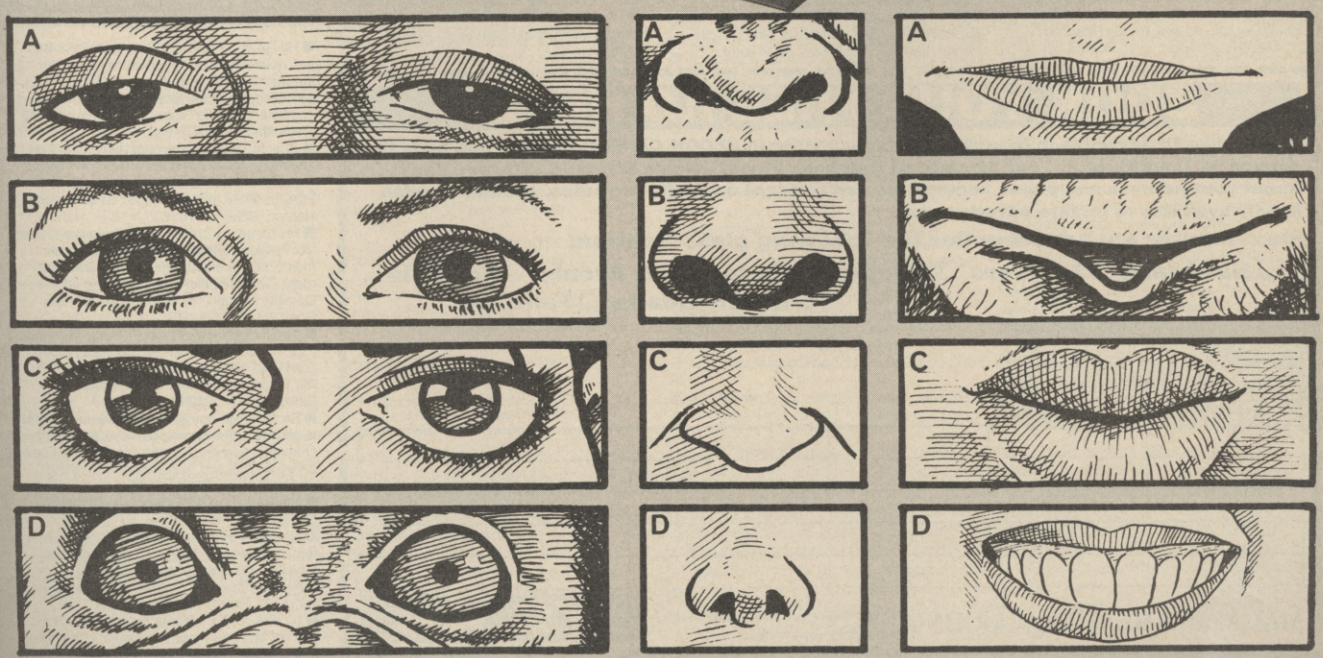


Whatcha Gotta Do!? Ooh!

It's a snip! (In more ways than one!!) We all know that Michael's boat race has undergone a great many changes since his Jackson Five days, and a lot of his hard-earned cash has gone into the pockets of top plastic surgeons. So here's your chance to show just how well you know Wacko! Imagine you're Michael Jackson's plastic surgeon. Study the several facial 'bits' pictured here — four different mouths, noses and eyes. Using your skill and judgement, your task is to rebuild the Jacko face on the coupon! If you think the correct eyes are 'A', then jot an 'A' in the eye space on the coupon! Got that? Right, when you've got all the bits in the right place, fill in your name and address, transplant the whole lot into an envelope, and send it to *Ben, Although You Scamper Here And There, I Like You Lots 'Cos My Best Friends Are Zoo Animals* Compo, *YS*, PO Box 1509, Enfield, Middlesex EN1 1LQ. Closing date is New Year's Eve.

Rules

- Any employees of US Gold or Dennis Publishing caught moonwalking about the Compo PO Box will be forced to undergo several hours of painful plastic surgery.
- All entries must be received by December 31st, or they'll be locked in an airtight plastic bubble until the year 2000.
- Matt is the diabolical Mr Big of the *YS* office so don't argue with his decision or he'll kidnap your small chum Katy and her dog Skipper! (*Eh? Ed*) It's in the movie. (*Oh! Ed*)



■ Interface 1, microdrive, manual, Spectrum Microdrive Book by Dr Ian Logan and *Master Your ZX Microdrive* by Andrew Pennell. £50. Phone Gloucester (0452) 612234.

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■ Spectrum +2 with box, two joysticks, dust cover and £500 of software. Good condition. Will sell for £250. Phone (0475) 32359 after 5pm and ask for Bobby.

■ Spectrum 128K +2 for sale – £180 with over 60 games. Also Cheetah joystick, interface, over 25 mags, manual and Quickshot 2 plus joystick. Phone Stuart Turner (0304) 831015.

■ Spectrum 48K for sale! With 91 originals, 261 games overall. Data 'corder, interface, expansion port. Speech synth! All complete with manuals and instructions. £275 ono. Phone Kevin on Downham Market 384217.

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■ Spectrum 128K +2, microdrive, Interface 1, cartridge, leads, books. Games alone worth £240, joystick etc £250 ono. Lots of other hardware for sale as well. Phone Hasib on (021) 447 1515 after 4pm. Free POKEs too.

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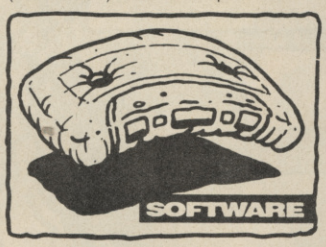
■ Spectrum 48K, printer and rolls, Kempston joystick, over 100 games including *Last Ninja 2, R-Type, Gunship, Darkside* and about 30 mags packed with POKEs. All worth over £1,000 but sadly selling for only £150. Electron plus tape recorder and 15 games for £50. Phone Neil Taggart on (0487) 815469 (Huntingdon, Cambs).

■ Sega master system. Two pads, three games – only £60. Phone Colin on (021) 722 2472 after 6pm.

■ Spectrum 48K with cassette recorder, leads, Ram turbo interface, Quickshot 1, Quickshot 7 and Quickshot turbo joysticks. Speech synthesiser. Lots of games and utilities. All £85. Ring James Formby on Annan (Dumfriesshire) 5366 after 9.30 pm.



■ I will swop *Driller* for *Repton Mania* or *Boulderdash*. Contact John Wilson, 4 Wesley Street, Holyhead, Anglesey, North Wales LL65 3TD.

■ Urgent! Swop *Trivial Pursuit* for *Paperboy* and *Gryzor*! Originals only! Contact Michael Limb, 10 Phoenix Avenue, Gedling, Notts NG4 4EL. Tel 617077.

■ I will swop *Driller, WEC Le Mans, Dragon Ninja* and five other budget games for *Robocop*. Write to Robert Walker, 36 Debenham Road, Stretford, Manchester M32 9DG.

■ Over 800 games to swop including *Op Wolf, R-Type* and *Street Fighter*. Also 128K games, *Cybernoid II* 48/128K, *Little Computer People* 128K. Send your list for mine. All letters answered. Write to Patrick Ennis, 75 Aughannaugh Road, Crumblin, Dublin 12, Ireland.

■ Swop original Speccy games with me. Send a blank tape for my swop list program. Contact Sai Ming Wong, 7 Haddon Close, Alderly Edge, Cheshire SK9 7RD.

■ Wanted *1942* or *1943*. Swop for *Way Of The Exploding Fist, SAS Combat* or *Ace Of Aces*. Phone Mark on (0748) 3214. I also want *Blasteroids*. Swop for full price games.

■ I wish to sell or exchange games. I also have loads of rolls of thermo paper and an Alphacom 32. Please write to A Harding, 25 Churchdown Lane, Hucclecote, Glos GL3 3QH.

■ I have a lot of programs to swop (many recent titles). Send your list for mine. Guaranteed reply. Write to Chris Periphanis, Ypsiladoy 76 Larisa, 41223, Greece.

■ Wanted *Great Giana Sisters* and *Soldier Of Fortune*. Will swop one for any one of the following – *Starglider 2, The Last Crusade, MicroProse Soccer* and *Virus*. Tel (0908) 660688 and ask for Simon.

■ Over 200 games to swop on the Atari ST and Spectrum +3. I have a Multiface 3 and a Multiface ST. Games like *Operation Wolf, Double Dragon* etc. Write to Matt Byrne, Unit 18, Royal Oak, Bagenalstown, Co Carlow, Eire. Now!

■ Loads of games and magazines for sale. Send sae for list to Daniel Brice, 178 Forest Road, Kingswood, Bristol BS15 2EN. Please mark envelope 'Games List'. Hurry – games from 10p!!!

■ Swop *Target Renegade* and *Nightmare Rally* for *Batman II*. Telephone Daniel on (02572) 68465 after 4pm.

■ Wanted, Multiface 128K. Will swop any three of following – *LED Storm, Pacmania, Sanxion, MicroProse Soccer* (48K), *Barbarian 2, Heroes Of The Lance* and *Total Eclipse*. Write to Michael Harrison, 2 Lidget Lane, Sheffield S31 7QD.

■ I will swop *Driller* for *Football Director*. Also would like to swop *Platoon* and *Daley Thompson's Olympic Challenge* for *Football Director II*. Originals only. Please hurry! Contact Paul Gildernew, 1 Woodbourne Crescent, Dungannon, Co Tyrone, Northern Ireland BT71 7DD.

■ Will swop games like *Matchday, Football Manager 2, When Time Stood Still, Batman II, Gunship, Overlander* for *Bard's Tale, LED Storm, MicroProse Soccer, R-Type* and others. Also Kempston interface, £4 ono. Contact R Salman, Rising Sun Farm, Sylen, Llanelli, Dyfed SA14 8JA.

■ Will swop sound sampler or screen reducers on tape for text search (multiface version). Send to Jamie Whitham, 2 Hare Warren, Whitchurch, Hants RG28 7QF. On tape please or Setsearcher.

■ Wanted *R-Type*. Will swop for any two of mine! *Platoon, 720°, Action Force II* or *Bionic Commandos*. Only originals. Phone Mark on (0602) 604342 after 5pm.

■ Will swop games for any good games, especially football ones. Phone Robert Morgan on (061) 6523128 any time.

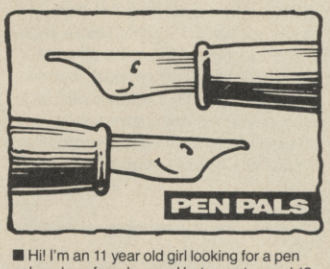
■ *Forgotten Worlds, Dragon Ninja, GL Hot Shot, Salamander, Super Sprint, Karnov, Super Hang On, Space Harrier, Xevious, Tapper*. All ten for £30. Phone Leigh Butler on (01) 590 8098. Buyer collects.

■ Lots of games to swop like *Elite, Wizball, OutRun, Eagle's Nest, Super Robin Hood*. All 48/128K. Send your list for mine. Write to K Clark, 7 Whittagreen Crescent, Newarthill, Motherwell, Lanarkshire ML1 5AF.

■ Will swop *Gold Silver Bronze* for *Last Ninja 2*. I also have *Impossible Mission 1* & *2*. Write to Matthew Warcup, Thurcroft, Rotherham, South Yorks S66 9LH. Originals only please.

■ Urgent! I need *Laser Compiler* by Ocean IQ. Will pay £5. Also over 1,000 games to swop. Your list for mine. Write to Steve Taylor, 1 Bleachfield House, Thurso, Caithness.

■ I will swop my *California Games* for *Buggy Boy, WEC Le Mans* or *Crazy Cars II*. Contact Shute on (021) 4586169 after 7pm.



■ Hi! I'm an 11 year old girl looking for a pen pal, male or female, aged between ten and 12. Interests include music and watching TV. So get writing and please enclose photo if possible. Nathalie Gibbons, 92 Tolworth Rise, Tolworth, Surrey KT5 9NL.

■ Speccy owner (21) would like to hear from any other owners who are interested in heavy rock and would like to swop games and POKEs. Write to Andrew Lyth, 51 Chell Street, Hanley, Stoke-on-Trent.

■ My name is Dominic and I would like to hear from anyone aged 14+. I am interested in music, sports and computers. Guaranteed reply. Get scribbling to the following address – Dominic Oregan, 45 Todds Walk, Andover Road, London N7 7RB.

■ Two foot tall, dead-piano-tuning, 15 year old Picasso lookalike wants a (preferably blue) penfriend. Send tea cosy if possible to Ben, 167 Fold Croft, Harlow, Essex, England, Europe, Earth CM20 1SL.

■ Six foot high boy genius of 16 years is willing to give Porsche-owning gals everywhere the chance of entering into the correspondence of a lifetime with him. Will answer everything about anything. Write to Angus C, 10 Durham Drive, Duddingston, Edinburgh, Scotland EH15 1PG.

■ Hello, I'm a 14 year old boy who wants a 14+ female to write to. I like music, cinema and travelling, so write to Mark Robinson, 7 Kirkstone Crescent, Hamstead, Birmingham B43 5NR. Please enclose a photo.

■ Hi! Fun-loving ten year old wants to swop games, tips and maps with boy or girl. Phone or write to Matthew Campbell, Bay Horse, 57

In the market for a used Speccy? An exchange software deal? A lonely heart lustful lamb? (Ahem.) Why then, you could do no better than to read our very own Input Output, which it looks as though you were going to do anyway. Input Output, so good we named it twice. (Well, the 'put' bit anyway.)

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If you'd like to advertise in Input/Output, please write in BLOCK CAPITALS below and send the coupon to Input/Output, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. Oh, and don't forget your address and phone number. We can't accept any software sales, and this service is only available to private advertisers.

Please enter my advert under the following classification:

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Name.....

Address.....

..... **Postcode**.....

MAGAZINE HEALTH WARNING Think before you snip - most people use a photocopy instead.

YS 48

Sorry, but *YS* can accept no responsibility for the ads placed in Input/Output.

Micklegate, Selby YO8 0EA. Tel (0757) 702873. Yeah!

■ Hey, all you +3 owners with multifaces, 13 and over. If you want to swop games, tips and POKEs write to Paul Wilburn, 11 Deverill Avenue, Debdale Park, Gorton, Manchester. Or tel (061) 3204169.

■ Well, at least *someone* buys this magazine over here at the coast. And I'd very much like to hear from anyone who can teach me more about Spectrum computers and games. I've a +2 and some games. Contact me at the following address, Mr X, 1/109 Sunshine Parade, Miami, Goldcoast, Queensland, Australia 4220.

■ Female 17 year old heavy metal fan seeks pen pal(s) over 16, not necessarily into computers but definitely into YS! *(Aaaallrraaght! Ed)* Write to Jane Elliott, 9 Carlogie Road, Carnoustie, Scotland DD7 6BZ.

■ I'm a male aged 13 and I'm looking for a pen pal aged 11-14 from anywhere. Please write to David Aitken, 114 Monkland Avenue, Kirkintilloch, Glasgow G66 3BS.

■ Female, 23, 128K owner wishes to swop latest 48/128 games with fellow Speccy users. Over 1,400 titles. Reply assured to those who write in before 2000 AD. *(What? Dave Gibbons wants some too? Ed)* Contact Sneha Rohera, 103 Unique Industrial Estate, Off Veer Savarkar Marg, Prabhadevi, Bombay, India, 400 025.

■ I'm male and 15 and want pen pals aged 14-17. Hobbies include Speccies, music and sport. If you live in Ireland phone 260465. All replies guaranteed. Truly. Get scribbling to Graham Kavanagh, 53 Raheen Park, Bally Fermot, Dublin 10, Eire.

■ Hi! I'm Bev and I'm looking for some hunks who own a 48K Speccy and are aged between 15 and 17! So write to this 15 year old lass at 10 Banbury Road, North Kenton, Newcastle-upon-Tyne NE3 3SP.

■ I am nine years old and looking for a pen pal aged between eight and 13. Write to Kelly Skeels at 7 Stonard Road, Dagenham, Essex RM8 2HS.

■ Male, 13, seeks 13 year old female who is into *Dungeons And Dragons* and lives in Australia, America and New Zealand. *(Jetset type, huh? Ed)* Reply guaranteed. Include photo if possible. Write to Joe Gibson (Jnr), 46 Mimosa Road, Bridge of Weir, Renfrewshire, Scotland PA11 3NF.

■ Spectrum +3 owner seeks pen pals with multifaces to swop hints, tips, games etc. Over 700 titles, so get out those pens and write to me, John Nicholson, at 52 Barmouth Way, North Shields, Tyne and Wear NE29.

■ Desperate for *Football Director 2* (tape). Swop for any three of *Gunship, Yes Prime Minister, Road Blasters, Arkanoid 2, 4 x 4 Off Road Racing, Ace* or *Biggles*. Phone John on (0782) 512579.

■ *MicroProse Soccer, Emlyn Hughes Soccer* and *Kenny Dalglish Soccer*. Will swop for *Football Manager 2, Tracksuit Manager, Four Soccer Sims, Roy Of The Rovers* or *Techno Cop*. One for one. Contact Thomas Brighton, 8 Crown Place, Victoria Road, Owlsmoor, Camberley, Surrey GU15 4UA.

■ Sex is not in this advert! I badly want *Scuba Dive* by Durrell and *Aufwiedersein Monty* by Gremlin. Will give *Renegade, Art Master* plus a bonus game! Scribble now! Ben Thiele, 198 Pixmore Way, Letchworth, Herts SG61 1QT.

■ Wanted, mouse and *Artist 2* in excellent condition with mouse mat and package. For fair price or swop for £50 worth software (my choice) or other swop. Contact E Phillips, Burnt Oak Cottage, Challock, nr Ashford, Kent TN25 4DP. Tel Challock 239.

■ Wanted – collection of Machine Code routines from *Program Pitstop* or books (eg *Advanced Z80 Machine Code)*. Will swop for joystick, interface extension cable and software. Phone Ian Goodfellow, Northern Ireland (0504) 51901.

■ Wanted, Multiface 128. Swop for 150 games of your choice from a list of 600+. Write to Marco Pinto, Praceta, Teixeira Lopes, 1, 4, Esq 2745 Queluz-Portugal.

■ *Superman* wanted urgently. Will swop for *Batman 2*. Write to Justin Oldroyd, 35 Silverdale Road, Tunbridge Wells, Kent .

■ Wanted! *Evening Star* from Hewson. Exchange for cash or software (*Robocop, Operation Wolf, Tracksuit Manager* and more). Ring Paul Mundy on (0225) 333316 after 5pm.

■ Computer and video games, magazines and binders desperately wanted. Please send your offers to Arwyn, 36 Hall Gardens, Colney Heath, St Albans, Hertfordshire AL4 0QG. Pen pals welcome. Hello to Streaky.

■ Wanted desperately – issue 18 of *YS*. Must have how-to-hack part included so if you've torn it off, stick it on again! Swop for dosh. (*That's a new one. Ed*) Contact James Heeps, 6 Pembridge Avenue, Twickenham, Middlesex TW2 6AE. Tel (01) 898 7837.

■ Wanted! *Football Director 2*. Will swop for *Renegade, Rampage* and *IK+* (no instructions or inlay). Phone (0525) 712716 after 6pm. Ask for Stephen.

■ Wanted *Football Director 2*. Will swop for *California Games, Bobby Bearing* and *Paperboy*. Originals only. Please hurry! Phone Karl Merry on (01) 571 0301.

■ Problems making disk back-ups? What you need is *Megacopy*. Lots of extras. Send disk, sae and postal order for £1 to N Platt, 6 Thirlmere Drive, Tingley, nr Wakefield, West Yorkshire WF3 1PQ.

■ Join our Spectrum club absolutely free. Has over 200 games, many latest titles. Just send your name and address to Mark McCarthy, 8 Fenian Place, Abbeyside, Dungarvan, Co Waterford, Eire.

■ YO! Has anyone got a complete solution for CRL's *Wolfman*? Yes? Send it to me then! Reward! Write to Nick Hughes, 14 Wortham Place, Haverhill, Suffolk CB9 0HP. PS Hello, mum and Gareth!

■ Have you written/typed in a proggy which doesn't work? Contact A Ashley, 44 Home Park Road, Saltash, Cornwall PL12 6BH.

■ PBM game. It's a funny old game. Can you manage a top football team? For free booklet detailing features and costs write to Malcolm MacNaughton, 1 Morar Place, Renfrew, Renfrewshire PA4 9DP.

■ POKEs and cheats written by enthusiasts for fun. If you would like the booklet send a letter to Edwin Searancke, Church View, Pettycroft, Rardean, Glos GL17 9XH.

■ Look! I've got 1,300 multiface POKEs in alphabetical order. Send sae and cheque/PO for £2.50 to R Bryant, 38 Pye Street, Faringdon, Oxon SN7 7AS.

■ Soccer PBM starts October. Only £1 entry and 50p a match. Includes five leagues, two cups, transfers, injuries, manager approaches, crowds and more! If interested phone Alistair on Bristol (0272) 858708 after 6pm.

■ A new PBM, £3 start up, £1.20 a turn. Send £3 to Marshall Lancaster, 42 Greystoke Road, Macclesfield, Cheshire SK10 2NJ.

■ *Burning Rubber*! PBM F1 racing game. Start up, £2, 50p every fortnight. Write to Robert Johnson, 11 Baxter Crescent, Denny, Scotland.

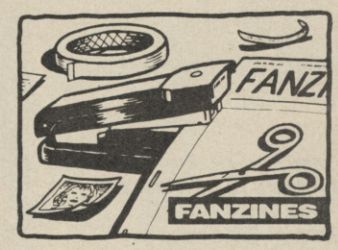
■ *The Classics*, horse racing PBM. Computer moderated results. Features of real racing – group races, sellers, auctions, race commentaries. £1 turns. Write to Racing Games, 4 Olivier Close, Salisbury, Wiltshire .

■ Yo, guys! Do you want games like *Red Heat, Navy Moves, SOI, Question Of Sport* and others like *Run The Gauntlet*? Then send £1 PO and sae to Shamrock Spectrum Club, 5 Sunrise Crescent, Waterford City, Eire.

■ Computer loading/display screens drawn. Price range from £10 to £15. Quite a bargain! Also free super demo on first order! Please include your phone number for a quicker response! Contact Jonathan Langford, 42 Aldbourne Way, Hawkesley, Kings Norton, Birmingham B38 9UD.

■ Have you written a game for the Spectrum and want it published? Send a copy with sae to Ironsoft, 49 West End, Brampton, Huntingdon, Cambs PE18 8SF. Good royalties paid!

■ *Kiss The Ashes Goodbye*, a new cricket PBM starting soon. International cops, tour matches etc. Send an sae for details to Mark Shutz, 24 Alexander Avenue, Enderby, Leicester LE9 5NA.



■ Speccy mag, a computer mag on tape! Send 60p and a tape to Adrienne Nunn, Craiglea Guest House, Aviemore, Scotland PH22 1RH. First two senders get money back!

■ *Magic Missile*. Tape magazine specifically for Spectrum adventures. Issue one comes with full game, *Chips Are Forever*, reviews, demos etc. £1.50 per copy. Futuresoft, 75 Ben Rhydding Road, Ilkley, West Yorks LS29 8RN.

■ *POKEs and Prods*! New fanzine on tape. Issue four out now! First ten people to write win a free game! Send 50p to S Griff, 17 Woodstock Street, Hucknall, Notts NG15 7SP.

■ *Omen*, the latest fanzine on a tape. Lots of reviews, news, tips and music routines. Also advice, section on Top 30 charts for music and compos. 128K and 48K versions. Send tape and £1 to Christopher Brookes, 111 Armadale Road, Dukinfield, Greater Manchester SK16 5AG.

■ Free info pack on Spectrum print out. A new fanzine coming soon with cartoons, reviews, previews, news and views. Send sae to Mark Alexander, 45A Queens Road, Aberdeen, Scotland AB1 6YN.

■ *Look!* New release from Jermsoft. A fully menu-driven magazine. Everything in. Too much to tell. Send 3" disk of C60 tape, 50p p&p and Jermsoft will do the rest. Jermaine Morris, 30 The Parklands, Congleton, Cheshire CW12 3DS. Tel (0260) 271146.

■ *Spec Tech*, a great new computer mag with previews, reviews, POKEs, colour posters and much more. Free with first issue – an amazing graphic adventure. All this for only 80p. For more details send an sae to A Farnington, 9 Polwarth Park, Edinburgh EH11 1LE.

■ *F-S-S* is now completely free! All you do is send a C60 tape. Exclusive screenshots, reviews, previews and swopline. For totally free info (except British Telecom) phone Paul Sherwood on (0509) 230867.

■ Got a Speccy and stuck on some of your games? Well here's your solution – a tape of POKEs. Just send a blank tape plus £2 for your up-to-date POKEs. Don't miss out on this great offer! Block Byte Computing, 34 Bralla Avenue, Glasgow G13 4HZ.

■ *SSU* is a Speccy fanzine, well worth the measly 20p and sae we're asking for in return. It's a great read for the money! Write now before you forget to *SSU* Magazine, Smithfield, Gutcher, Yell, Shetland, Scotland ZE2 4DF.

■ *SpecAce* is the mag to buy!!! Compos, reviews, tips and wads more!! Send 50p with sae and tape to *SpecAce*, 246 Mossy Lea Road, Wrightington, Wigan, Lancs WN6 9RL.

■ Something is about to happen to the fanzine world. *RGB*, a new kind of fanzine for a new kind of reader. Contact Edward Walker, 12 Oakfield Avenue, Birstall, Leicester LE4 3DQ.

■ *T.A.G.* – Britain's fastest growing and best fanzine is now a tape mag! Issue three – up-to-date reviews, previews, POKEs, PBMs, arcades, compos, programming and more! Send 60p plus stamp to Vincent Vity, 11 Willow Grove, Bare, Morecambe, Lancs LA4 6JJ.

■ *Computer User* – news, reviews, previews, cheats, swopshop, posters, free games, programs to type, computer quiz for all computers!!! Price – 10p!!! Contact Andrew Reed, 1 Shackleton Road, Ipswich, Suffolk IP3 9EG.

■ *Blast!* Issue three. Two free games, reviews, previews, posters. Send £1 plus sae or £1.30 cheques or POs) to C Fleming, 25 Arnprior Place, Alloway, Ayr, Ayrshire KA7 4PT.

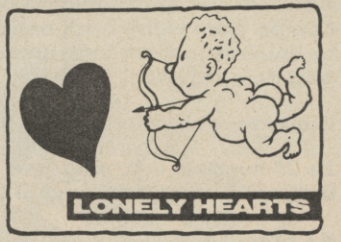
■ *Basic* is the A4 mag for Speccyists. For your copy send a cheque (made payable to the 'ZX Spectrum Club') for £1 to *Basic*, 18 Polar Close, Biggleswade, Beds SG18 0EW.

■ *Sinclarian*, new mag out now for £2 cheque/PO and sae. 300 pages of previews, reviews in full colour, free game on disk/cassette, POKEs, hints, tips, the lot! Please state which you require when ordering. Contact Allan Angus, 59 Warren Road, Hartlepool, Cleveland TS24 9HA.

■ *RK48K – Lawn Mower Simulator* review! *(Well, mow me down! Ed)* POKEs! Batman competition! Gift catalogue! SAM Coupé review! Send 70p to *RK48K*, 8A Station Road, Histon, Cambs CB4 4LQ.

■ *Galaxy 6000, Wargames 3000, British Invasion, Italian Conquest, Europe Invasion*. PBM wargames from £1 per fortnight. For info send sae to SG Wars, 128 Womersley Road, Knottingley, West Yorkshire WF11 0DQ.

■ Are you in trouble with a game? Then cheat. Multiface POKEs and listed POKEs. Minimum of five. Send £1 to REM POKEs, 33 Park Road, Bakewell, Derbyshire DE4 1AX. Try me.



■ Lonely but good looking lad wanting trendy, good looking girl aged 13-15. Must like music and a good time. Write to James Clarke, Manor Farm, Cottage Hutton, Conyers, Ripon, North Yorkshire HG4 5DX.

■ Dude, 13, looking for sexy female aged 13+ who likes having a good time. Please send photos of yourself to Russ Day, 112 Lloyd Road, Didcot, Oxon OX11 8JR.

■ Hi there! Lonely 13 year old boy seeks attractive girl (12+). Interests include computing and music. If interested contact Patrick Ryan, Ballincanty, Blueball, Tullamore, Co Offaly, Ireland. Please send photo. All letters answered.

■ Attractive 11 year old seeks a gorgeous girl aged 11-12. Interested in 48K computers (please enclose photo) *(Kinky! Ed)* and, sorry, no Ed fans!! *(Gasp stutter blubber!! It's a scandal! Ed)* Write to Michael Chopping, 22 Thorpe Crescent, Horden, Peterlee, Co Durham SR8 4AD.

■ Two hunky males, aged 13, looking for two sexy girls aged between 13 and 15. Please send photos. All letters answered. Good time guaranteed. *(Men of the world, right? Ed)* Contact Kenneth Campbell, 10 Ash Place, Kilmarnock, Ayrshire, Scotland KA1 2HJ.

■ Two 12 year old males seek two sexy *(This is getting to be a habit. Ed)* 11-13 yr old females. Hobbies unimportant. If interested contact Phil on (0924) 820231. Must live in Yorkshire. Phone up now!

■ KERPOW! Batfreak seeks like-minded female, 15-18 years old, for postal intercourse. *(What, and miss all the fun? Ed)* Must like the *Batman* movie and live near London. Send photo if possible to Toby, 276 Thorold Road, Ilford IG1 4HD.

■ Lonely 19 year old seeks female companion aged 16. Likes horses, computers, cycling. Reply to Neil McPherson, One Barrs Terrace, Cardross, Dumbarton.

■ 1967 male. Low mileage. Excellent runner. Good bodywork. Very reliable. Seeks local lady 16+ for restoration. Offers to Ian Wale, 131 Mill Lane, Wednesfield WV11.

■ Lonely male (12) seeks female aged 11-13. My interests include classical music, computers and swimming. Must hate heavy music. Send photo if possible to Allan Angus, 59 Warren Road, Hartlepool, Cleveland.

■ Modest 13 year old male seeks 12-14 year old female. Send a photograph and telephone number. Quick! Quick! Hurry up, you girls! Write to Anthony Ribbon, 15 Vale Road, Neyland, Milford Haven, Dyfed SA73 1RU.

Sending in an ad?
Please mark your envelope with the relevant section.

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COMPO WINNERS!

Greetings, pop pickers! Or should that be 'correct answer' winners? Oh ho ho! Yes indeedy, it's another lucky winners compo page, perhaps the most religiously read page of the whole mag. So, magnifying glasses at the ready, let's kick off with...

Snorkles And Chortles!

Allo, mai leetle shep mahtes! Eeet is moi, Jacques Cousteau, 'ere, wiz ze prize weeners of ze amazin' *Allo Sailur, Is Zat A Banana Een Your Wet Suit?* Compo from wahy back een March! Ze soon-to-be-joining-moi-on-mah-undersea-adventures frog person, ees...

Richard Hammond from Colindale in North London.

Ze 25 runners erp, who 'ave wern a copy of ze brilliant *Navy Moves* from Dinameec, are...

M C Clarke from Walsall in Staffs; **Alexander Henderson** from Buckie in Banffshire; **Jonathan Holgate** from Stockport in Cheshire; **Richard Jones** from Prestwick, Manchester; **David Storrar** from West Lothian; **A T Green** from Glenrothes in Fife; **David Monticelli** from London; **Simon Fryer** from Benfleet in Essex; **D P Taylor** from Kirkby Stephen in Cumbria; **Chani Tough** from Aboyne in Aberdeenshire; **Barry Vidler** from Rainham in Kent; **Jonathan Talbot** from Ipswich; **Gianni Alfano** from Buckhurst Hill in Essex; **Alex Fisher** from Manchester; **David Swanson** from Sedgefield, County Durham (*Stottie cake, yum yum! Ed*); **Dennis Bassindale** from Torpoint in Cornwall; **Simon Llewellyn** from Newton Le Willows in Merseyside; **Lee Hutchinson** from Gosforth near Leeds; **Michael Felisberto** from London; **M Harris** from Croydon; **Steven Stark** from Bishops Stortford, Herts; **Christian Forsman** from Blackpool, Lancs; **Susan Kelly** from Girvan, Ayrshire; **Dave Harris** from Peterborough; and **J K Marston** from Wimborne in Dorset.

Bill Giles Is A Dreamboat!

Did you miss the cool boat for our fabulous *What A Stormer* Compo back in March? You didn't? Good! Now stand by to see if you're one of the lucky ones below! Right, the winner of the Casio 'pocket' TV was...

Gary Sheridan from Glasgow.

The winners of the second place 'John Kettley' record and Hewson's *Stormlord* were...

Malcolm Mackenzie from Bury; **Dave Harris** from Peterborough; **Craig Mortimer** from Liverpool; **John Benton** from Warrington; **Anthony Boyce** from Blandford in Dorset; **Kevin G Davies** from Warrington; **M A Mcgee** from Dudley, West Midlands; **Mrs M Hawkins** from Blackpool; **P Frankland** from Farnborough in Hampshire; and **Deborah Beatty** from London.

And copies of *Stormlord* go to these 15 runners up...

R M Went from Milton Keynes; **Richard Davies** from Haverfordwest in Dyfed; **Michael Lisle** from sunny Barmouth, North Wales; **Steven Boow** from Runcorn, Cheshire; **Arran Davies** from Cwmbran in Gwent; **Paul Jones** from Thornset, near Stockport; **Neil Jolly** from Towcester, Northants; **David Hails** from Henley on Thames, Oxfordshire; **Gary Saxton** from Southend, Essex; **Christopher Pearcey** from Huddersfield, West Yorks; **Michael Cooke** from Doncaster. South Yorkshire; **Jonathan Talbot** from Ipswich, in Suffolk; **Steven Whitley** from Stockton on Tees; **Angie Norton** from Coventry; and **Tim McArdle** also from Stockton, in Cleveland.

Metal Muthas!!

Remember our *Kraang, Kraang, I've Been Shaking My Head Around So Much My Brain's Gone All Wibbly* Compo back in March? Well, I'm gonna lay the winners on ya!! Winner of the spiffy 'axe' was...

Matthew Hodgson from Workington in Cumbria.

Two second prizes of heavy metal (or... er... plastic as the case may be) remote control tanks, go to...

Alistair Croomer who lives on Davey Lane (it sez 'ere!) in Alderley Edge, Cheshire; and **Ian Forshaw** from Eccleston in Lancashire.

Runners up are all eligible for a copy of US Gold's *Heavy Metal*, and they are...

Nigel Siddal from Sheffield; **Alistair May** from Elgin in Scotland; **Paul Wright** from Cambridge; **Ashley Perkins** from Sittingbourne in Kent; **Malcolm Gair** from Fort William; **R M Went** from Milton Keynes; **R N Smith** from Sheffield; **Brenden Riley** from Walsall, West Midlands; **Darren Shaw** from Port St Mary on the Isle Of Man; and **David Lievense** from Belfast.

Eat Paint, Johnny Perp!

April was around the time the *YS* team ventured into the Combat Zone! It was also the time we ran our *Cor Blimey, This Sniper Lark Is Pretty Nerve-Racking* Compo. Well, the lucky winners of the five pairs of Combat Zone tickets are...

Philip Jeffrey from Middlesborough; **Richard Baker** from York; **James Wilson** from Cambridge; **Richard Elliott** from Angus; and **Mark Crump** from Caergwrie in Clwyd.

And the runner up copies of *Vigilante* go to...

Rebeccah Warrow from Allhallows in Kent; **Matthew McColley** from Newtown, Powys; **Titus Patrick** from London; **Steven Lounds** from Eastwood, Nottingham; **Adrian Cobbin** from Ripon, North Yorkshire; **James Kelly** from North Cornelly, Mid Glamorgan; **Colin Duggen** from Glasgow; **Daniel Marsh** from Odiham, Cheshire; **Stephen Legg** from Bridport, Dorset; **Richard Wilson** from Scarborough; **J Pink** from North Fleetwood, Lancashire; **Andrew Jones** from Brierly Hill, West Midlands; **Andrew Ollett** from Brough; **Paul Redding** from Basildon, Essex; and **P J Cowley** from Nuneaton, Warwickshire.

Ooooh! You Put The Willies Right Up Me!!

OOOEErrrrr! Watch out for the ghoulies! Activision helped us out with this creepy compo back in April and... Spoook! Here come the really weird winners of the *Real Ghostbusters* skateboards!

Whhhiizzzz! There goes **Tim Goodwin** from Evesham in Worcester, and (trundle trundle) here comes **D Gibbons** from Brookhouse in Lancashire.

And ten blood curdling baggy T-shirts will be floating mysteriously to the following fearsome fellows!

James Wilson from Cambridge; **Tim Herbert** from Banbury, Oxfordshire; **Adrian Cobbin** from Ripon, North Yorkshire; **James Arnold** from Tamworth, Staffordshire; **H A Tang** from London; **Brian Hughes** from West Lothian; **Steven Watkins** from Nuneaton, Warwickshire; **Philip Latham** from Sutton Coldfield, West Midlands; **Simon Hooper** from Bishop's Stortford, Hertfordshire; and **Owen Little** (*Bet you're glad your surname isn't Lots! Ed*) from Hornsey, London.

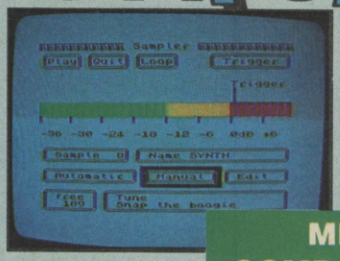
Lastly and slightly leastly, creepy cocoa receptacles have been awarded to the following runners up...

Daniel Street from Bedford; **Andrew Davies** from Doncaster; **Stefan Dawson** from Minster in Kent; **David Nunn** from Reading; and **Gordon Elliott** from Portadown, Northern Ireland.

And that's your lot! For the meantime anyway. Be sure to tune in next month when, who knows, you might even end up with a few pre-Chrimbo megaprezzies. We're too good to you, we really are.

DATEL ELECTRONICS

THE ULTIMATE MIDI PACKAGE...



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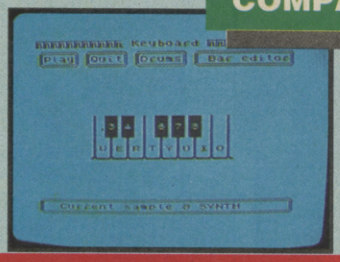

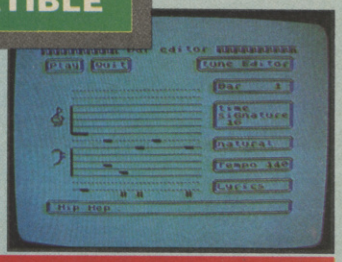

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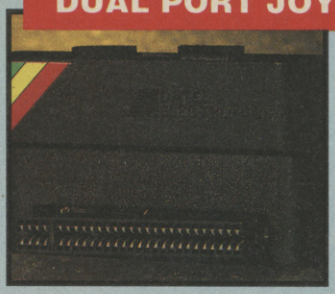

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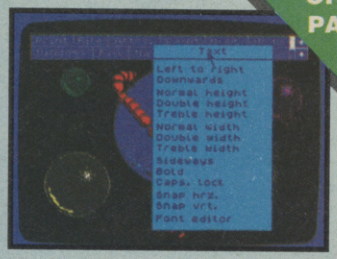

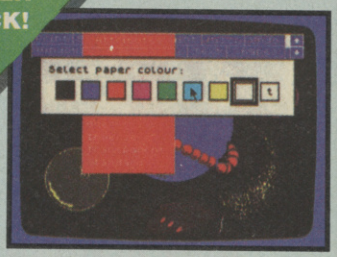

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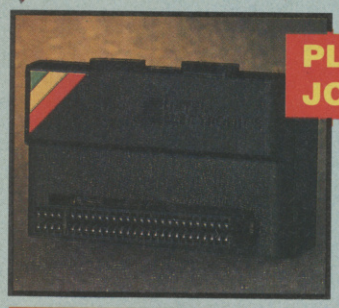

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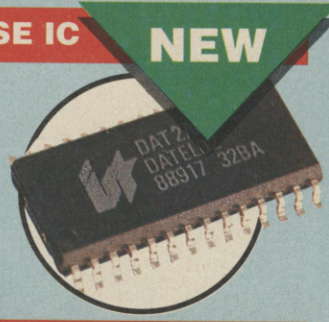

WHAT THE MAGAZINES HAD TO SAY...

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THE DUEL

TEST DRIVE 2

Accolade/£9.99 cass/£16.99 disk

Matt Racing games, eh? (As our Jack would start a review.) What'd we do without 'em? Well, we'd buy a lot fewer games this Christmas, that's for sure. Yup, from *Chase HQ* to *Power Drift* to *Continental Circus*, everyone's gone car bloomin' crazy!

There are some more serious driving simulations bouncing about too. The jury's still out on *Hard Drivin'*, but here comes *The Duel*, Accolade's follow up to the mega-successful PC/16 bit driverama *Test Drive*. In fact, it's quite heart warming to see a respectable, simulation-based outfit like Accolade dipping its toes into the Speccy market this late in the day. So it's a real shame I can't bring myself to write anything very nice about the results. Because, to be honest, *Test Drive II* smacks a bit of old tosh.

Oh sure, the blurb promises something a bit special. 'Race head to head in the fastest production cars ever built!' Wow! A choice between a Ferrari F40 and a Porsche 959! Road hazards like 'oncoming traffic, rocks, loose gravel, pot holes and oil slicks.' Hot diggerty-dog! Can't wait, right?

But oh dear, oh dear.

Well, let's kick off with the graphics. They're just so lifeless! Take the courses. (No, please, take them!) In general they're some of the most flat and featureless routes I've ever seen, be they desert, cliff paths or grasslands, with the very minimum of roadside features (outside of the odd cactus). And the cars are no better. The dark blue dashboards are modelled on the cars in question but, in fact, both look far more like the plasticy job from a Nissan Sunny or something. And what are the roads populated with? Not trucks or Beetles or Corvettes or anything else vaguely interesting, but more blooming three box saloons! Even when you're racing the other supercar the graphic used is just that of another Nissan. In short, you'll have to use your imagination a bit here!

Thankfully, the control system is considerably better. You're given a wide range of skill options from easy to really hard, the first four of which use an automatic gearbox, with the more difficult ones on manual. Actually, there's not much point in playing it on auto at all (too little to do) but on manual things warm up a bit. In fact, they warm up a trifle too much — fail to change up in time and your engine explodes! Yikes! But — and it's a very big 'but' — even at the simplest level your motor is damn near uncontrollable. To even stay on the road (staying in lane is pretty impossible) takes a million tiny corrections. So it's totally unlike 'real life'.

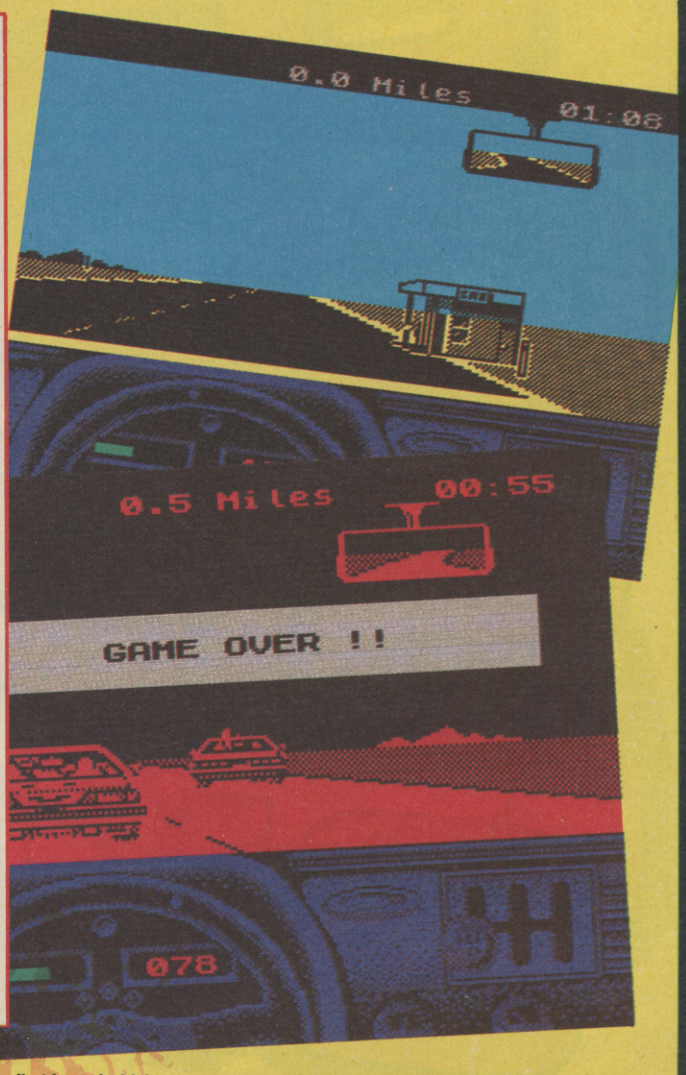
These are, however, but petty crimes compared to the two main holes in the thing. For a start there is no real impression of speed — not even a little bit! Unless you've got your eyes pinned to the speedometer, it's near impossible to tell how fast you're meant to be going. The clock will climb from about 15 to 105 mph in seconds and suddenly you'll be going too fast to take a corner — though it sure doesn't 'feel' like it. Again, totally unlike the experience of driving a real car, where you only need to check out the speedo occasionally.

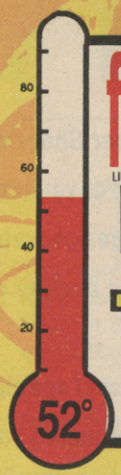
And then there's the collision detection. It's hopeless. You'll crash into a cactus when it looks like it's, ooh, a good 20 feet away. Apparently the computer judges whether you'd hit it or not within the next frame of animation or something and freezes you there, which leaves the offending object sitting there smugly, miles from your bonnet. How frustrating.

And that's it really. I keep going back to the game, thinking it can't be that bad. Maybe I've just been unfair. Maybe, once you get into it, after you've got used to all the frustrating peculiarities and learned just how far from the other cars you need to be, it all comes to life and becomes playable. After all, the 16 bit *Test Drive* took a bit of getting used to. But I doubt it. If you're buying a racing game this Christmas there must be at least seven better ways to spend your cash.

I've crashed but there's nothing near me! I nearly came over all indignant for a second, but then I realised *Test Drive II* has an additional feature — the invisible car! Silly me. And I thought it must be because the collision detection is crap.

Even when you manage to do something right you get little reward for it. Here comes a petrol station. I've got to park between two lines painted across the road. Oops! I've gone too fast and overshot — the car immediately runs out of petrol and the game ends. If I stop correctly, wallop, the screen goes blank and I appear on the second course.





finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
	55°	48°

DIAGNOSIS

Dull to look at and dull to play, with no real impression of speed, frustrating collision detection and a half-baked feel.

INSTANT APPEAL 50°

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SPHERICAL

One of the better examples, graphically. I'll just despatch this dragon by braining it with my circling droid.

Rainbow Arts/£8.99 cass/£12.99 disk

Davey Are you fatigued by fatuous fighting games? Shattered by all those mindless shoot-'em-ups? Ooh no, missus! Well, don't get hispherical! (*Groan! Ed*) 'Cos here, for a refreshing change, is one of those games that places its emphasis more on the ol' grey matter between your ears than the red button on the end of your joystick. Yep, it's *Spherical*!

It's big, it's colourful, it's got lots of little wobbly bits, it's from German software house Rainbow Arts and it's been programmed by Probe Software, the guys behind Firebird's *Mr Heli*. It's also similar to *Repton Mania*, which Marcus rated a hot 88° in our June issue, but, whereas that game boasted its cutsie croc in casual wear, *Spherical* leans more towards the *Gauntlet*-type scenario and characters.

Basically, you play this sort of wizard chap. You and a friend have ventured into this castle when suddenly, FULATCH!, your chum gets turned into a sphere! Blimey! A hasty exit is recommended, but things aren't quite that simple 'cos you have to clear the way for your rotund amigo to roll clear of the traps and pitfalls between you and the exit!

Your wizardly powers enable you to add or subtract bricks and you can also collect various icons, including good and bad potions,gems and even a *Strider*-type droid thing that circles your sprite and kills the monsters! There are 80 (!) levels in all, each comprising a single screen of increasing complexity, not to mention a secret extra ten levels which you can access via a codeword received from other icons! If you choose the two player game, then you won't recognise it, 'cos guess what!? There are only 80 completely new levels in that mode too! And, true to form, these are cunningly designed so that they can only be completed by both players co-operating! (I knew all those mornings spent watching *Sesame Street* would come in handy one day!) Sometimes you have to get the sphere to the exit, other times you have to kill a monster. These can be huge, and explode quite nicely when bashed over the bonce several times by the aforementioned droid!

But what you're really going to need here is quick thinking! At the start of a level you have 20 seconds before the sphere starts rolling. The first thing you must do is to ensure that the sphere is safe. If you're at the bottom of the screen, and the ball is poised

ICONOGRAPHY

Here are some of the icons you'll come across, and what they do for you!

SMART POTION This, in the modern vernacular, is what we'd call a smart bomb, so, er, basically it performs the same function. Collect it by moving over the icon. Use it by pressing 'nine' on the keyboard.

EXTRA ENERGY You'll have to guess what this one does 'cos I'm keeping mum!

SPARKLER This baby gives you the *Strider*-type droid. It circles you and wipes out any baddies it touches. But remember, all good things must come to an end! (There's a time limit!)

POISON Touch this at your peril! It'll take away your brick-building ability.

FREEZE POTION This freezes most of the moving nasties, but be careful not to freeze any baddies which block your route!

ANTI GRAV Sometimes you'll have a level where the exit is above the sphere! But don't despair, 'cos by operating this icon, you'll reverse the gravity – and invert the screen! Some anti gravs need to be used more than once to get the sphere up one side of an obstacle and then down the other!

LAMP This icon will give your character immunity from all those energy zapping thingies!

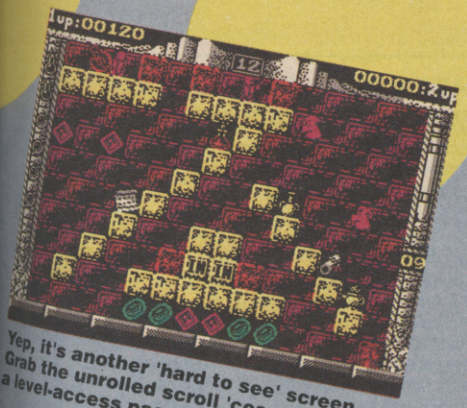
PARCHMENT This gives you longer and slower jumps.

FA CUP Well, it looks a bit like it! Anyway, this transports you to a warp level! These are well tricky, but complete one and you'll be moved on several levels as a reward!

DOOR AND KEY Get key icon and the doors of the same colour will disappear.

WAND Hurrah! No probs if you get one of these on your screen, 'cos it'll get you straight on to the next level!

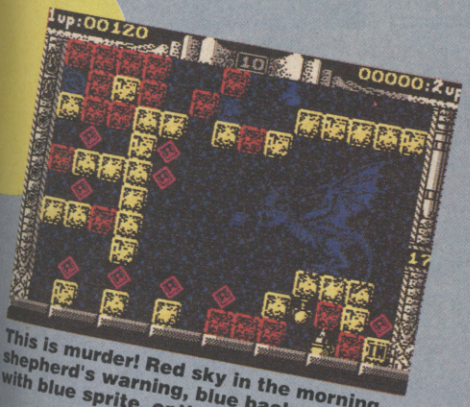
HOURGLASS You know I said that the sphere starts rolling after 20 seconds? Well, get his icon and it won't! It'll take a bit longer!



Yep, it's another 'hard to see' screen. Grab the unrolled scroll 'cos you'll get a level-access password.

over a trap at the top, then some bloomin' nifty block-building is required el pronto! (Fortunately, there's an option for you to practice this!) As the levels progress, there are bigger monsters and more complicated problems to pit your wits against. You'll get skull-shaped doors that need to be removed by collecting the appropriate coloured key icon, and all manner of energy-zapping creatures to impede your passage. (*Oo-er! Ed*) You've got a long way to go and absolutely yonks of puzzling gameplay ahead of you. And with the very different two player interactive option it's like two games for the price of one, er, too, so you'll get your money's worth and no mistake!

And that, in a nutshell, is that! A wizard game about wizards, balls, monster squashing (or blocking) and problem solving. If your mind is getting jealous of all the exercise your trigger finger is getting, then check out *Spherical*!



This is murder! Red sky in the morning, shepherd's warning, blue background with blue sprite, optician's delight.

THE STORY SO FAR VOLUME 4

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Rich Hmmph. Now that Elite isn't releasing any new games, it seems as if it's decided to re-release as many old ones as possible on various compilations. And here we are — six utterly ancient games in one complete pack. Bargain or what? Personally, I think not.

Wonderboy

This is actually the best of the bunch. You are Wonderboy and your girlfriend seems to have been kidnapped by an evil king. So off you must go through seven monochrome, multiload, horizontally scrolling landscapes to rescue her, jumping over various deadly nasties, such as snails, and picking up vital life-saving equipment like bananas. But the action doesn't stop there. Oh ho no! Magic eggs can also be collected, giving you special weapons like a gun. And though the scrolling may be a bit jerky there's still a lot of fun left in this old nugget. It's the best game in the pack, and, blow me down with a feather, if it's not on this month's *YS* Smash Tape too. Blimey!
'89 Rating: 85°

Back To The Future

A total waste of tape. You are Marty McFly and you've been whisked back to 1955 where you need to get your parents to fall in love. You do this by zooming around on your skateboard, playing the guitar a bit and reading a few love poems via lots of icons at the top.

Gripping stuff, eh?
'89 Rating: 30°

Quartet

Wonder if this is any good? Well, it's not too bad. Then again, it's not too good either. But I suppose... (*Get on with it! Ed*) You and your chum fly along this horizontally scrolling shoot-'em-up, killing baddies and defeating an end-of-level nasty to get a key so that you can get on to one of the next 99 levels. Lots of mega-weapons and bonuses can be picked up throughout, naturellement, to help you on your way.

I suppose in 1986 when this was first released it seemed quite good. But now, boy has it aged. Compared to today's hits, like *Forgotten Worlds*, it seems jerky, colourless and really rather uninteresting. Sorry, but I didn't really like it. Next...
'89 Rating: 50°

Aliens

You've seen the film, you've read the book and you've pickled the onion — so now play the game. Or don't as the case may be.

It's got fancy 'first person perspective' graphics — but playability? I was bored before it'd even loaded. You switch control between six crew members who walk around this base on some deserted planet, and you must try to get each person to this chamber where they'll be safe.

Just avoid the alien and that's it! Lumme.
'89 Rating: 40°

The Eidolon

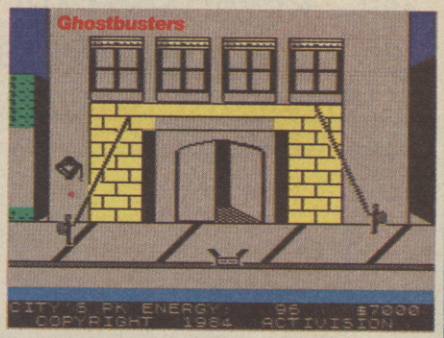
This one's pretty weird. The instructions make no sense whatsoever (perhaps because I was reading the French ones), but basically you wander around these 3D caves shooting fireballs at goblins and collecting jewels. Collect them in the right order then you can kill the end-of-level dragon and go on to the next boring level. Groan.

I'd forget this one completely if I were you...
'89 Rating: 35°

Ghostbusters

Blimey! This one's so old you could fry an egg on it. 1984, I believe. 'Tis quite a simple game. Buy a car, equip it with as many hoovers and toasters as possible (to catch the ghosts), then drive around busting all the ghosts. Once a ghost-infected building has been located, you can drive to it with an overhead view of your car sucking up spookies on the way. Once you're there then it's just a matter of dropping a trap and, with some careful manoeuvring of your gun (parp), catching the blighter.

Continue this, make enough money 'til you can afford to battle old Marshmally himself, and voilà. Hmmm. It may be old, but if you can fight your way through the dinosaurs then it's not that bad.
'89 Rating: 60°



See that slimer? Well, if you can get him between the two lines of fire then you can activate the trap which'll hold him forever. Yeah!

Well, there you go. Not really very good, is it? In fact, I'll go as far as to say that it's almost a total disaster. Apart from *Wonderboy* and *Ghostbusters* none of the games are really worth having at all. Sorry, but you'd be better flushing your money down the loo than spending it on this.

finalverdict

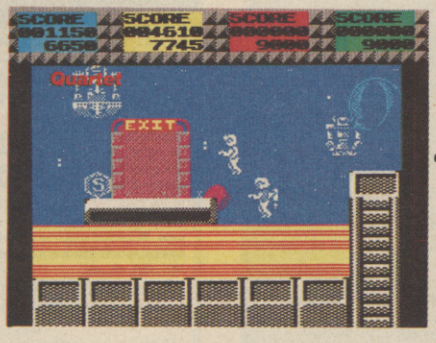
LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
87°	85°	90°

DIAGNOSIS

A colourful and challenging game requiring as much mental agility as joystick skill. It's original and it's wizard! (And so are you, funnily enough!)

INSTANT APPEAL 80°

88°



"A rolling stone is worth two in the bush", as they say — and this is no exception. Shoot that big thing to your left to get the key which'll get you on to the next level (hurrah).

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
52°	55°	45°

DIAGNOSIS

Six old and worn games bundled together in one pack. The only redeeming games are *Wonderboy* and *Ghostbusters*.

INSTANT APPEAL 47°

57°

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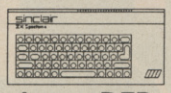

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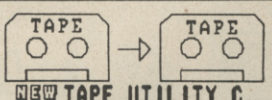

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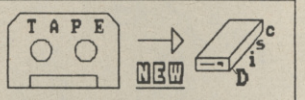

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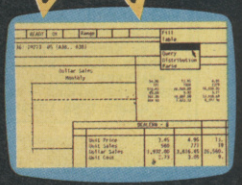

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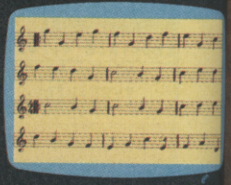

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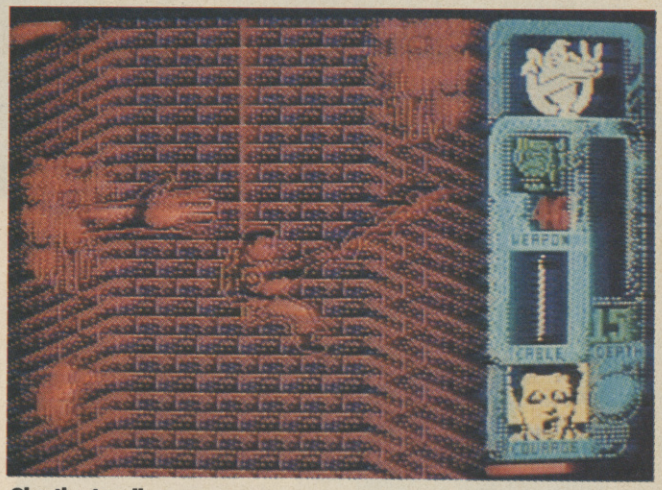
FUTURE SHOCKS

Christmas is comin', YS is getting fat, chock full of spanky Speccy games, you can be sure of that. What's festively obvious is, you can bet your socks, before great games are thought of they'll appear in Future Shocks!

Ghostbusters II
Activision

Ghostbusters! (The game, not the film.) It sold like hot cakes! Apparently Activision shifted two million of the blooming things, which certainly set a few records, and leaves it with something to aim for this year. Because, yes, it's *Ghostbusters* time again, with the new movie and the Speccy conversion due for simultaneous release at the start of December.

FoursField has done the programming, working from storyboards of the film rather than the actual thing (because it hadn't actually been finished when it started). It's divided into three main sections — the 'Van Horne' sequence, in which Dan Aykroyd is lowered down into a pit to collect a sample of slime, the 'Statue of Liberty' bit where the famous statue comes to life, and the final battle against the evil Vigo. We'll have a full review next issue.



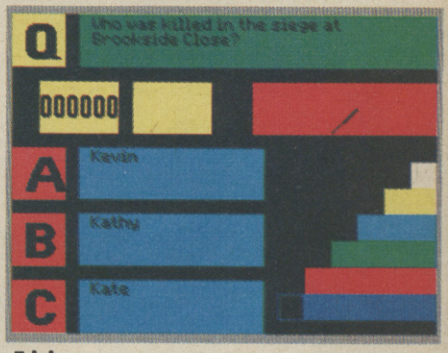
Ghostbusters II

Trivia
Shades

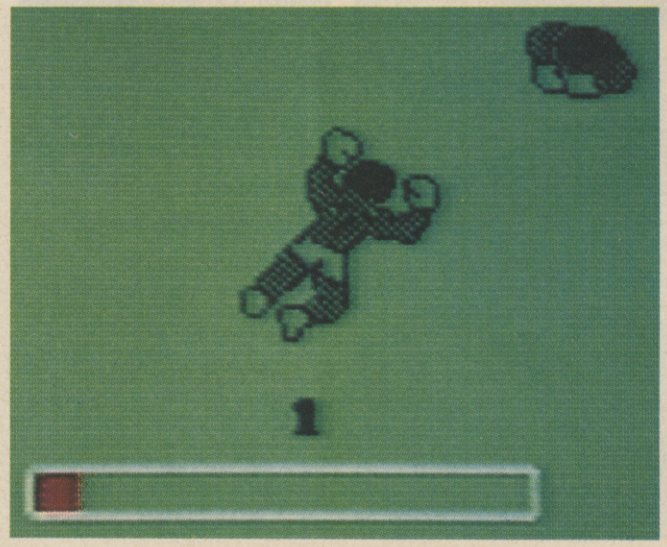
What's this all about then? A new label called Shades? Well, no actually. It's simply a new publishing label from one of our favourite software houses, Grandslam. And *Trivia* is to be its first release.

Based on the ol' pub-style trivia quizzes (y'know, those slot machines that you bung loads of dosh into just so you can get asked stupid questions like what is the gestation period of a pig), *Trivia* is a one player game in which you have to answer loads of stupid trivia questions (like what is the gestation period of a pig) against the clock, and for free! (Well, alright then, £6.99 actually.) Questions are based on those hoary old subjects, art, literature, leisure, sport and entertainment, so all you have to do is swot up on your Encyclopedia Britannica and get going.

Trivia will be in your shops as you read this, priced at £6.99 on cassette and £9.99 on disk. Check it out, it'll save you spending pounds down the pub.



Trivia

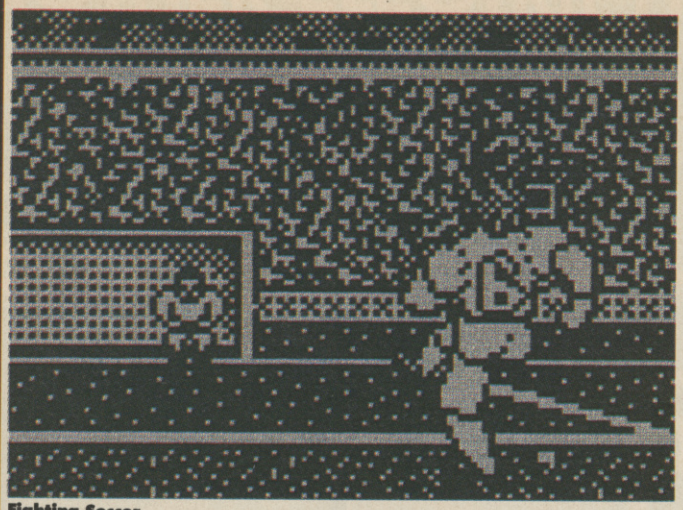


Out For The Count
Dynamite Designs

Biff! Biff, biff, boff! Biff, biff, biff, biff, boff! Booooff! And he's out for the count! Or rather Dynamite Designs is (or isn't). 'Cos that's the name of its brand new boxing game, in which you get to fight in the ring using hooks, jabs, uppercuts, pumping jabs, body jabs, combination punches, not to mention counter punches too. Booooff! Use your corner men to clean the cuts and bruises off your face and then get back into the fray and wipe the smile off your opponent's face.

Out For The Count is available now. Write to Dynamite Designs, 19 Oaks Drive, Hugham Ferrers, Wellingborough, Northants for more details. Bop!

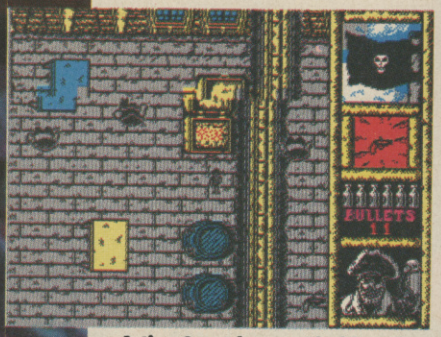
Out For The Count



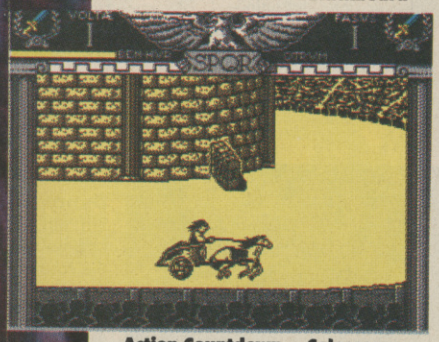
Fighting Soccer

Fighting Soccer
Activision

Yikes! This sounds a bit dodgy (more to do with terrace hooliganism than footie itself!) but Activision assures us there's not a spot of violence in the whole thing! It's all down to arcade set-up SNK, which just chose a rather bizarre name for its soccer coin-op earlier in the year — so now Activision is stuck with it. The boot-'em-up action is of the overhead view sort, and is based on an 11 team Olympic Challenge rather than professional football. Watch out for it very soon at £9.99.



Action Countdown — Blackbeard



Action Countdown — Colosseum

Action Countdown
Kixx

Toposoft! It's a Spanish company! It produces budget games! And it's rather good! You may remember *Blackbeard*, *Colosseum* and *Titanic* from relatively recently. Well, now Kixx is releasing a compilation of nine of its games, including the three just mentioned, for a not-to-be-sniffed-at £9.99 (£14.99 disk). There's a pinball game in there, racing games, shoot-'em-ups, beat-'em-ups... It's got the lot! Look out for it very, very soon!

Fallen Angel

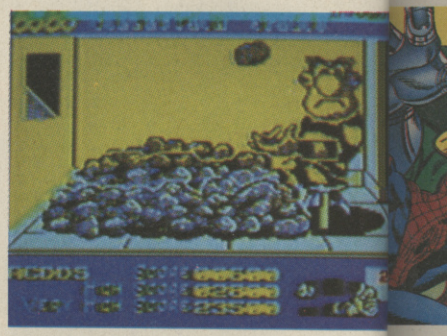
Fallen Angel
Screen 7

This is Screen 7's latest offering — a horizontal beat-'em-up with a twist. And what's the twist? Well, only that it's set in a series of different underground train systems around the world, that's all! Quite how they'll come up with a watertight plot to hold that little lot together we can't imagine but the London Tube, Paris Metro and New York Subway backdrops should be fun. Anyway, it's due out in November.

Bobo
Infogrames

Oo la la! Theeze crazy French!! They certainly know their onions when it comes to converting wacky gallic cartoon characters! We're sure Tintin (who everyone's heard of) will be a big hit, but who on earth (well, in England) has ever heard of Bobo? No one in this office, sure as oeufs is oeufs!

Anyway, Bobo is a European comic character, a prisoner who's always trying to escape from jail, but who's so useless he never quite makes it. The game is an episodic little number, with some boring sounding but, we're assured, quite interesting tasks to perform. For instance, in one, Bobo is the food ►



Bobo

Turbo OutRun
US Gold

US Gold — what a sneaky bunch, eh? They kept mum for ages and ages about what their Christmas biggie was going to be — but now they've (officially) announced it, and blow us all down if it isn't another racing game! The follow-up to the great grand-daddy of all racing games in fact. It's *Turbo OutRun*! (What a surprise.) You drive a Ferrari again of course (this time a so-rare-it-doesn't-actually-exist open-topped F40) in a four stage road race across America. You battle with Porsches, police cars and other road users through deserty bits, snowy bits (you can choose special tyres if need be) and so on, with some pretty nifty night sequences promised too. A limited number of turbo-boosts (à la *Chase HQ*) and a choice of manual and auto gearboxes keep things moving apace. The whole extravaganza — on 48 and 128K — will be available sometime in November or early December.

Turbo OutRun

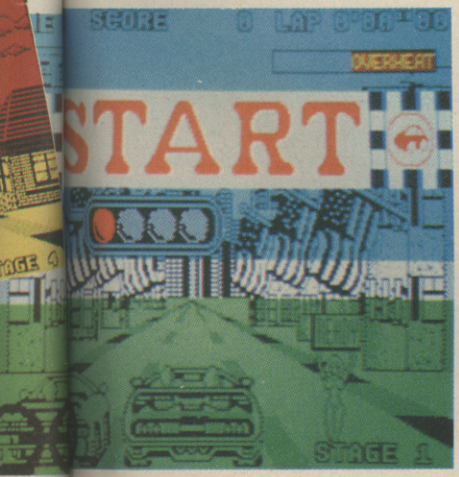
monitor of a lunch hall. Trouble is there are too many fellow convicts to serve, so everything collapses into chaos. Another has him spud-bashing, but there are too many potatoes so everything collapses into chaos. Then there's the mopping-the-prison-floor bit, but everyone keeps walking all over the nice wet lino, so everything collapses into chaos. Eventually, Bobo succeeds in escaping (hurrah!), but now he's got to get away by running along the top of electric train cables (a neat trick if you can do it) without getting fried by the pulsating current! (Yikes!) *Bobo* sounds definitely weird, possibly quite spanky and will hopefully be out by Christmas! Sacre bleu!

Dr Doom's Revenge

Dr Doom's Revenge

Empire

Thwip! (That's a Spiderman web line noise.) Sptang! (That's a Captain America shield noise.) Zapow! (That's a general, all-purpose superhero noise.) Yep, not only is the evil Doctor back, he's brought his two superhero chums too! *Dr Doom's Revenge* is an interactive adventure, comic booky in style, with each 'page' showing Cap and Spidey progressing through Doom's castle towards the great man himself. Along the way the web slinger and the 'star spangled champion of justice' (we just made that one up) must fight Doom's evil pals, such as his electric-bolt-firing chum Electro, chubby chum Rhino, chopping chum Machete and his, erm, other chum Hob Goblin. There are 30 arcade sequences, various difficulty levels, and it comes with loads and loads of authentic Marvel comic paraphernalia, including a free comic, a detailed manual with character biographies and all sorts. At £9.99/£14.99, it looks like Empire could be on to a winner here.



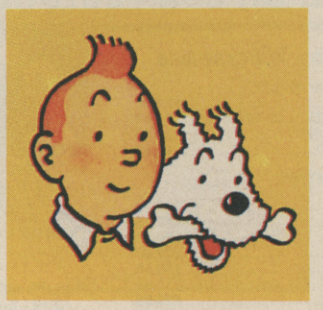
Tintin On The Moon

Infogrames

Thundering typhoons and blistering barnacles! Tintin, the most famous junior reporter the world has ever known, is about to hit our Speccies courtesy of French software house Infogrames.

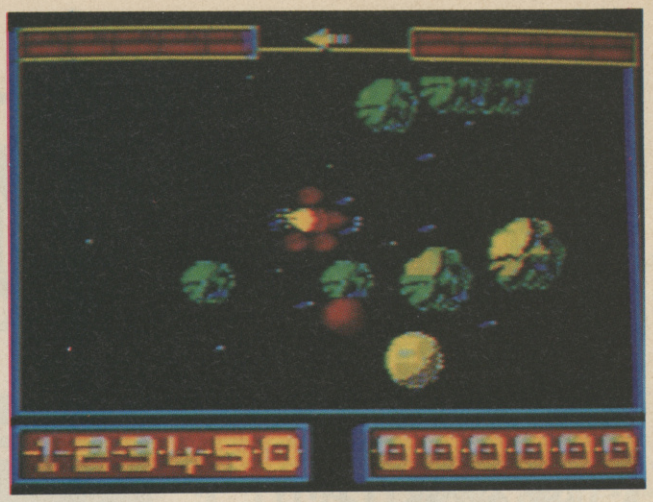
Yup, ol' Tintin, he of the pale blue jumpers, fetching plus-fours, cute cow lick and 60th, yes 60th, birthday, will be featuring on our Speccies next month, complete with chums Snowy, Captain Haddock, Professor Calculus and The Thompson Twins.

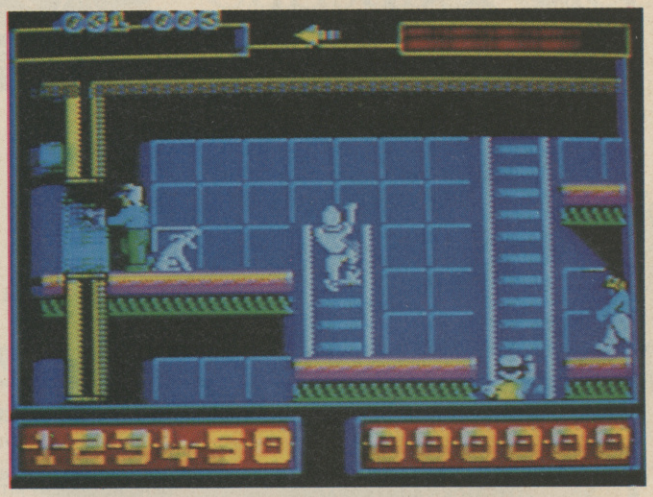
Based on Hergé's

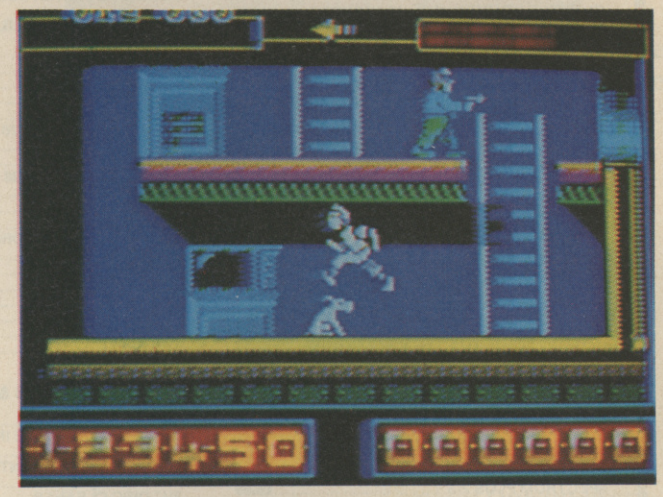


comic book of the same name, *Tintin On The Moon* takes the form of an arcade adventure in which Tintin and chums blast off in a space rocket and attempt to make the first landing on the moon. Before they can reach their destination though they first have to steer their rocket through an arcadey asteroid section as well as put out fires started by saboteurs in a platform and laddery section.

Tintin On The Moon will be blasting off from its launch pad any minute now. Watch out for a full review next issue. Five... four... three... two...







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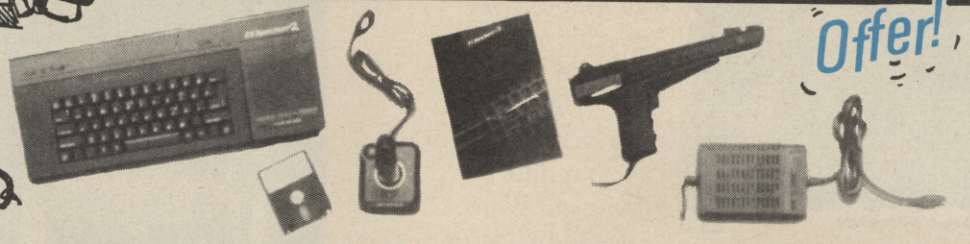

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Pictionary

Domark

It's just as well a picture paints a thousand words 'cos in *Pictionary*, the next release on offer from Domark, painting words is the name of the game.

This is the latest game craze sweeping America. It takes the form of a board game that's played in a similar way to charades — only instead of acting out a word or title, you and your chums must guess the various words by sketching out clues for each other! Oh, ho, ho, you're thinking — we can't do that on our Speccies, not without a special grafix package at any rate. So what's the point of converting it when we can play it ourselves with pen and paper!? Because, Spec-chums, Domark has incorporated an innovative grafix package into the conversion, so not only do you get to play the game on computer, but also to draw on computer too using solid, broken and dotted lines, rectangles, circles, elipses and any number of fill patterns to boot.

Pictionary promises to be a hoot by the look of things — especially if you're a bit crap at drawing. Watch out for it, it should be ready for your palette now.

Pictionary

Risk

Virgin

You must've played *Risk* in its traditional form (as a board game) before now. It's the one in which you've got a big map of the world and have to try taking over the entire place building armies, fortifying defences and trying to outfox your opponents. So yes, you'd be right in thinking there is a fair amount of strategy involved. Anyway, the computer version allows you to play against the computer or up to five friends, includes large scrolling maps and a gamesave facility. Available on the Leisure Genius label at £9.95 cassette, £14.95 disk in November, it would make the *ideal* Christmas present. (That's what they told us to say, anyway.)

Risk

Santa says

"Buy next month's *YS*! It's absolutely steaming with Christmas cheer!!"

- There's a free cover-mounted cassette with playable demos and a complete Chrimbo game.
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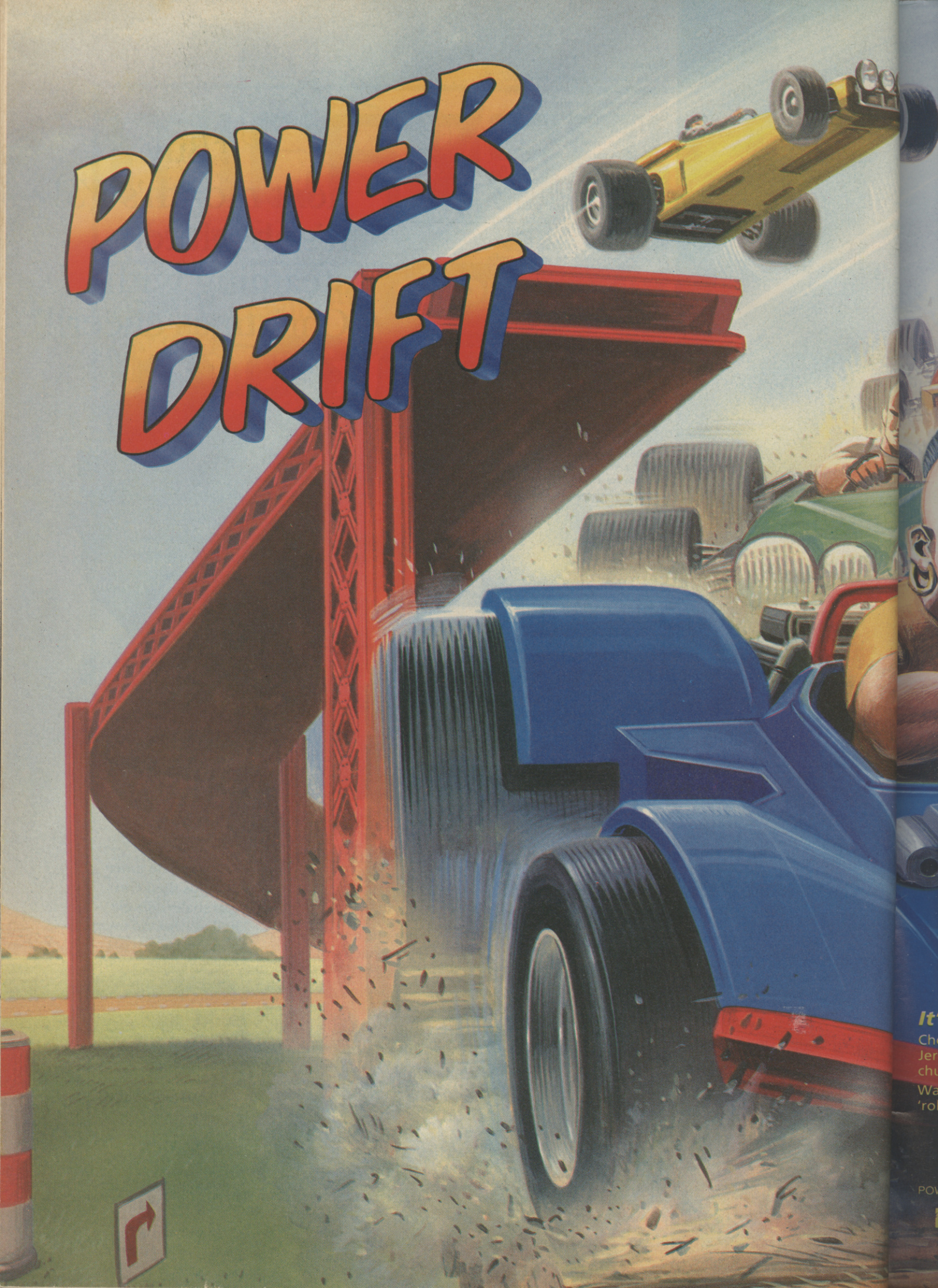
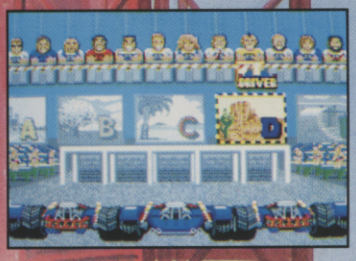
The Smashing, Snowflakey January Issue, On Sale December 18th. Merry Christmas, Reindeer Breath!


POWER
DRIFT



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CAREFUL! Power Drift is no easy ride!

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ACTIVISION SEGA®

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Experience brain-numbing G-forces; bones rattling with the body-jarring pitch and yaw... scan with your radar, lock on your target and FIRE!

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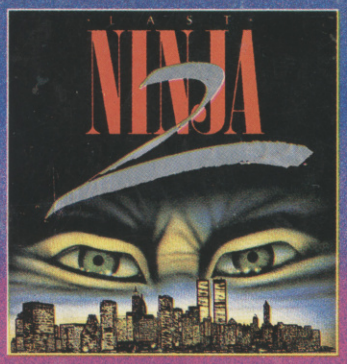
LAST NINJA 2



Once beaten, but not destroyed, the evil Shogun Kunitoki used all his mystic powers to transport himself through time and establish a new empire of tyranny in modern day Manhattan. In fear of Kunitoki's growing powers, the arcane gods used all their wisdom to bring you, the Last Ninja, across the abyss of time and confront your arch-enemy once more. You arrive in this frightening and awesome modern world bringing nothing with you save your intelligence, skill and cunning and a burning desire for vengeance. Will this be the final battle? Can you vanquish Kunitoki once and for all?

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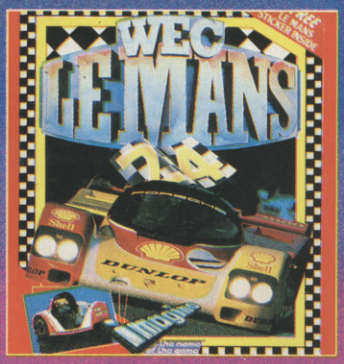
WEC LE MANS



The World's most famous sports car race comes to your home computer screen with this exciting simulation of the 24 hour Le Mans race. World endurance Championship sports cars battle through day and night sequences where both strategy and driving skills are required to take the winner's laurels. This stimulating challenge inspired by Konami's sit in driving simulator reproduces all the elements at the famous race with every twist and turn of the track.

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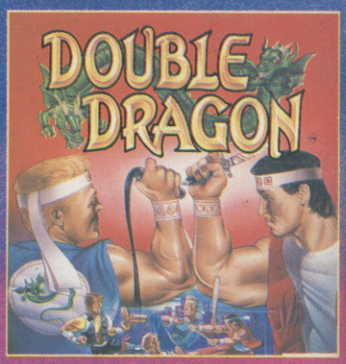
DOUBLE DRAGON



Skillful programming has taken the superb graphics and addictive game play of the monster Arcade hit and faithfully reproduced it in home computer versions.

Join in deadly combat with the savage street gang of the infamous Shadow Boss. Use whatever weapons come to hand as you pursue the gang through the slums, factories, and wooded outskirts of the city to reach the Black Warrior hideout, for the final confrontation with the Shadow Boss himself!

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SLY SPY SECRET AGENT

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SMASH TAPE No 31

Oh no! Don't say your Smash Tape's gone missing AGAIN?!? Your best bet is to ask your friendly newsagent if he (or she) is keeping it safe for you. (Otherwise it looks as if you're a bit scuppered, we're sorry to say.)

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Turrican
Vendetta
Pipe Mania
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Dynasty Wars
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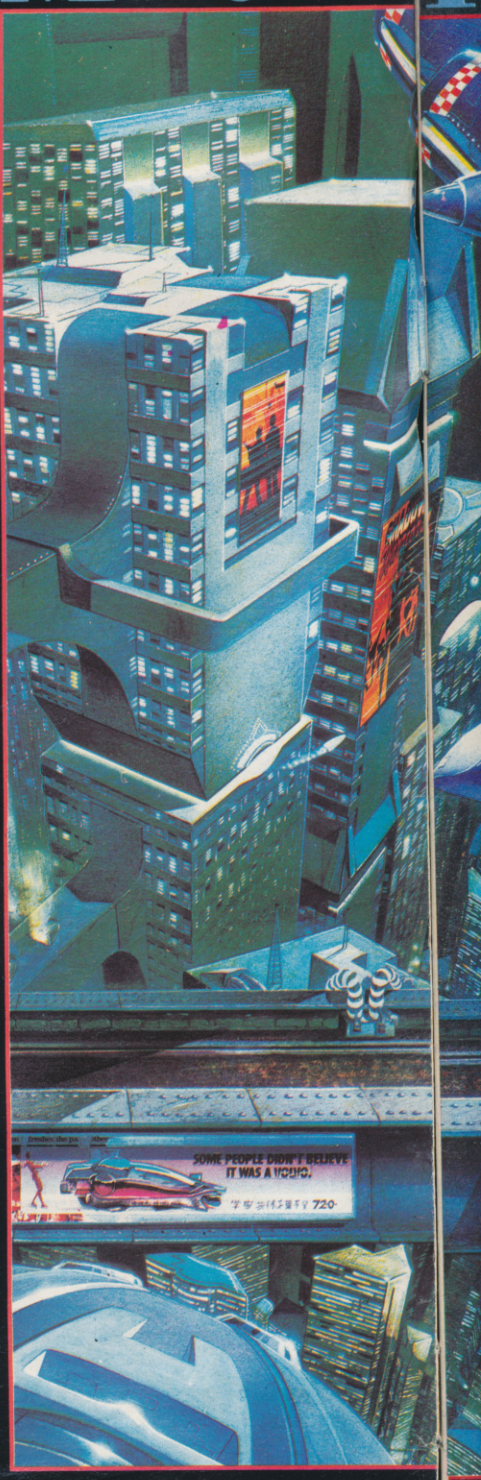

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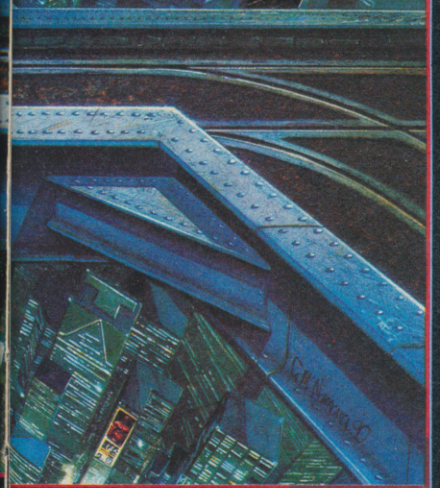
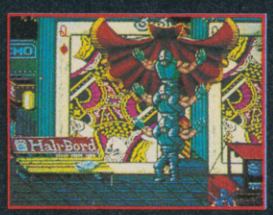
MIX C FUTURE...

Utterly mouth-watering graphics and an amazing depth of play.... the best flight simulation I have ever seen (and there's nothing on the visible horizon that looks set to come close). It's not a simulation, it's an a experience ... Ocean's first flight sim is the best out!" Zzap 97%.





SHADOW WARRIORS, the latest, greatest and most ambitious martial arts coin-op game now rages onto your computer featuring interactive scenic backdrops! The secrets of the Ninjitsu assassination techniques have been handed down since the Mediaeval wars..now they live on in the jungle of the American metropolis. A thousand years of the Ninjitsu secrets at your fingertips... the Phoenix Backflip, Triple Blow Combination, Flying Neck Throw, Hang Kick and more, give you a formidable amoury of stunning moves. Take your techniques to the streets **SHADOW WARRIOR...** the hero of the nineties.

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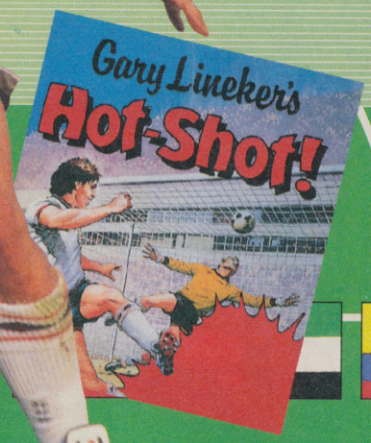

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"Has to be the best football simulation yet" ST USER

"Most playable soccer simulation in binary history" C & VG 88%

"Boots the other football simulations over the cross-bar" Zzap 96%

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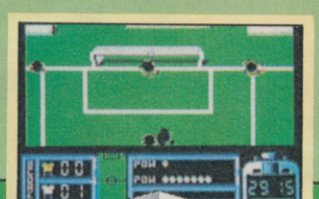
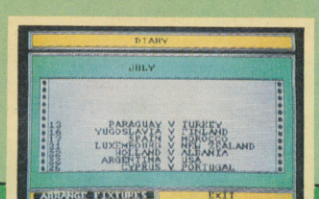
"The best ever football managerial game ever, in the history of the World" C & VG 9/10

The ultimate management game" Ace Rated 929

"Easily the best of its type" Zzap 64 89%

"The best ever managerial game" Sinclair User Classic 93%





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We've almost come full circle this month with *Ballbreaker II*, a brilliant bat-and-ball type game very reminiscent of one of our first-ever Smash Tapes – *Batty*! Only this time it's been turned on its side! Uh? Read all about it – and our fabulous playable demo of Megagame *Pipe Mania* – on these very pages!

53 *YS* SOCCER SPECTACULAR
Five pages packed to the staples with all you ever wanted to know about Soccer On The Speccy (but were afraid to ask)! Mini reviews of classic groundbreaking games, hints on how to write your own and even a list of (almost) every footie game ever made – it's all here! Plus, a World Cup Cash-In scorecard, so you can follow all the new footie games as they're released. You'll be over the moon, Brian!

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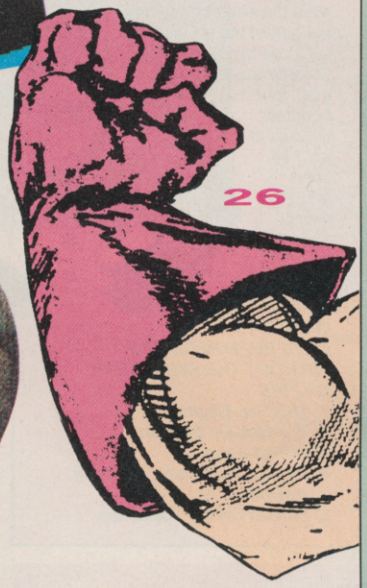

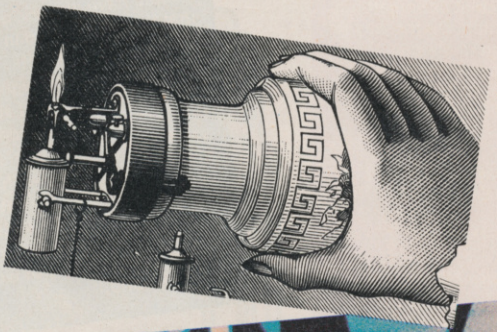

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Cover Illustration Glen Fabry

A Future Publication

Fire was discovered by man exactly 964,000 years ago this month. So strap yourself to a cupboard (invented 3000 BC) and join us as PSSST uncovers some of the greatest 'man-made miracles' since the year dot (whenever that was!)...

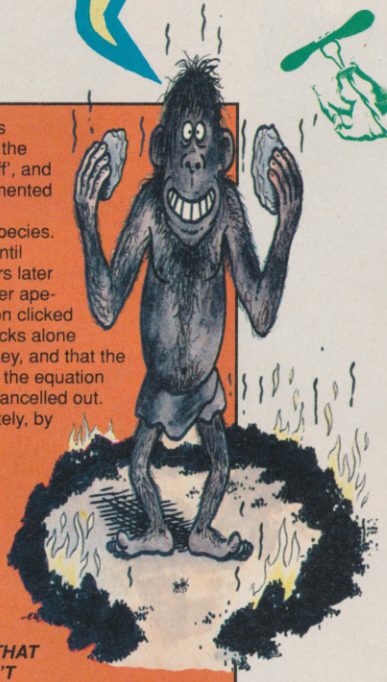
Pssst

ANARCHY ANDY AND THE CRAYONS FROM FUTURE!

Yikes! We've just remembered, we haven't introduced you to Andy Ounsted yet! Eagle-eyed readers will've noticed his name crop up in the masthead last month under the description 'Design Assistant', and that's exactly what he is. Andy's hobbies include riding his rather crap motorbike, collecting T-shirts from rather crap punk bands and, um, that's it really. (Looks like he's having trouble working out just what those 'pointy wooden doofers with coloured ends' are - his words, not ours. Perhaps we'd better send him back.)

FIRE

The biggie. Without this funny hot stuff, not much else would have been invented. It was discovered by a sort of hairy ape person 964,000 years ago. There aren't any records of the name of this ancient bloke, so let's call him Alan for convenience. Alan didn't just wake up one morning and think "Hey, today I'm going to try and find something that makes other things hot" – it was all really a matter of luck. Alan had discovered a hut, you see. Well, sort of. It was in fact a tree, and Alan was sitting underneath it, shading from the fierce sun and trying to kill an ant he'd found on a piece of stone – by hitting it with another piece of stone. Luckily for Alan, both pieces of stone just so happened to be made from flint. The dried grass beneath him suddenly burst into flame, and within minutes his 'hut' had burnt to the ground. Scratching his head, Alan tried to comprehend what had happened, and eventually came to a conclusion – which was that the ant had made the fire. So he decided to show his chums. He went ant gathering and stone gathering and put on a little fire-making display – which was only partly successful (because not all the bits of stone he'd gathered were made of flint). Alan, however, put his partial failure down to the fact that not all ants contained the 'burny stuff', and so experimented with many different species. It wasn't until 2,000 years later that another ape-type person clicked that the rocks alone were the key, and that the ant part of the equation could be cancelled out. Unfortunately, by then, four hundred species of ant had been rendered extinct.



FIVE THINGS THAT WOULDN'T HAVE BEEN INVENTED WITHOUT THE DISCOVERY OF FIRE

1) *The Fire Engine*
2) *The Hot Air Balloon*
3) *Boiled Eggs*
4) *Radion Automatic Washing Powder*
5) *Findus Crispy Pancakes*

THE LIE DETECTOR

Everyone thinks that the lie detector is quite a modern piece of kit – but that's not the case. Many early tribal cultures had their own methods of discovering if someone was telling heaps of massive fibs. For instance, the Bedouin of Arabia required conflicting witnesses to lick a red hot iron – the idea being that the liar would emerge with a burnt tongue. This worked because the person who was telling the pork-pie underwent the physical reaction of fear – which led to

THE WHEEL

An artistic stone age person (the same ape/bloke who drew all the buffaloes inside the caves) had been staring at the sun for a while and decided to make a sort of small statue of it. He did a couple of preliminary sketches on a bit of rock, sharpened his flint tools and went to find a tree. After a bit of hacking and rubbing down (with the back of an unconcious armadillo) he had a three inch thick wooden disk, two feet in diameter. More importantly he had the sun in his hands. Maybe the sun in the sky wouldn't hide behind the mountains that night. Maybe he'd be promoted to chief or something. He was very excited. On the way to show his creation to his pals the clot tripped over and his beloved statue went rolling down a hill and over the edge of a cliff. The wheel was born.

FIVE THINGS THAT WOULDN'T HAVE BEEN INVENTED WITHOUT THE DISCOVERY OF THE WHEEL

1) *The Austin Allegro/Maestro/Metro*
2) *Smarties*
3) *The Magic Roundabout*
4) *Nigel Mansell's Bank Balance*
5) *Potatoes*

THE SHOE

People have always had feet – and the trouble with feet is that they a) get cold in winter and b) get hurt when they step on sharp objects. Surprisingly enough, nobody seemed to have thought of a way to get around these unpleasant facts until about 1500 BC. It was the Egyptians of course. Those oh-so-clever Egyptians. They invented sandals of plaited fibre. But were these weedy sandals any good for strutting your funky stuff across a dancefloor covered in pools of grubby lager and glass shards? No. So the Egyptians weren't actually as clever as they thought. It took the Dutch to come up with the real answer – the clog, a shoe made entirely of wood. Clickety clickety clack. (Well done, Holland.)

FALSE LIMBS

Anyone today who gets a leg hacked off in a motorcycle accident or an arm caught in a threshing machine need not fear – they can have a brand spanking new limb, made out of the finest plastic, stuck onto the stump. This is all thanks to Ambroise Paré, a Parisian surgeon who lived in the 16th century. He invented the things. They weren't quite the same in his day though. For instance, his first false leg was made out of iron, the knee didn't bend – and the whole thing weighed about three tons. Things have come on quite a bit since then – as WWII air ace Douglas Bader would tell you (if he wasn't dead, that is). Douglas was able to fly hundreds of missions in his Spitfire – even though he didn't have any legs at all. He'd had a pair of lightweight 'falsies' specially made, you see. Eventually he got shot down over France, and was captured by the Germans. They 'confiscated' his false legs so he wouldn't escape. But he did escape – he shuffled his way to Switzerland.

THE CLOCK

Primitive man didn't really need a clock, as his day was simply divided into two – either the sun was up and it was light, or it was down and it was dark. However, as humankind became more civilised, and people had to meet to 'have lunch' and stuff, it was deemed necessary to split the day up into more segments. So, one day in ancient Greece, a lot of numbers were written down on pieces of paper and shuffled around in a hat. Then one was picked out. It was the number 24 – the day was to be split into 24 different units. "We need to make it more complicated," said one of the scholars present (except he said it in Greek). "How about splitting each of those 24ths into 60ths, and then each of those 60ths into further 60ths?" "Brilliant!" cried his chums. Then one of them made a clock.

Why On Earth? Dept No 1

An Italian software house called Digimail SRL has managed to come up with rather an interesting piece of software – a 'ZX Spectrum Emulator' for the Commodore Amiga!! Apparently it works on both Amiga 500s and 2000s and comes with a hardware interface allowing you to load 48K Spectrum programs directly from a tape recorder, then save them onto Amiga disks. Digimail SRL claims it works with virtually all 48K software, and in the Black And White option runs it (almost) as fast as the Speccy. (In proper Speccy colour mode everything happens significantly slower, as with most emulators.) Game freezing, Kemptson interface emulation and printing capabilities all work with it too!

You realise what this means of course – the SAM Coupé is no longer the only new machine you can run all your old Speccy games on! We've asked them to send us one so we can test it on the *Amiga Format* Amigas lurking just down the corridor, so more news as and when!!

BARBED WIRE

Almost everybody's had an encounter with this nasty stuff at some time in their lives. You know the average scenario – trying to clamber sideways through a barbed wire fence, with one strand below you and one above. And you know what happens next, don't you. That's right – your jumper gets snarled up on the bottom strand, so you desperately try to untangle the thread. While you're doing that several other pieces of your clothing get snared as well and you lose your balance and fall over – which results in ripped clothing and about 80 little scratches which eventually go septic. And do you want to know who's to blame for inventing barbed wire? *(Not really. Ed)* None other than Lucien Smith, who lodged an American patent in 1867. What a bounder!

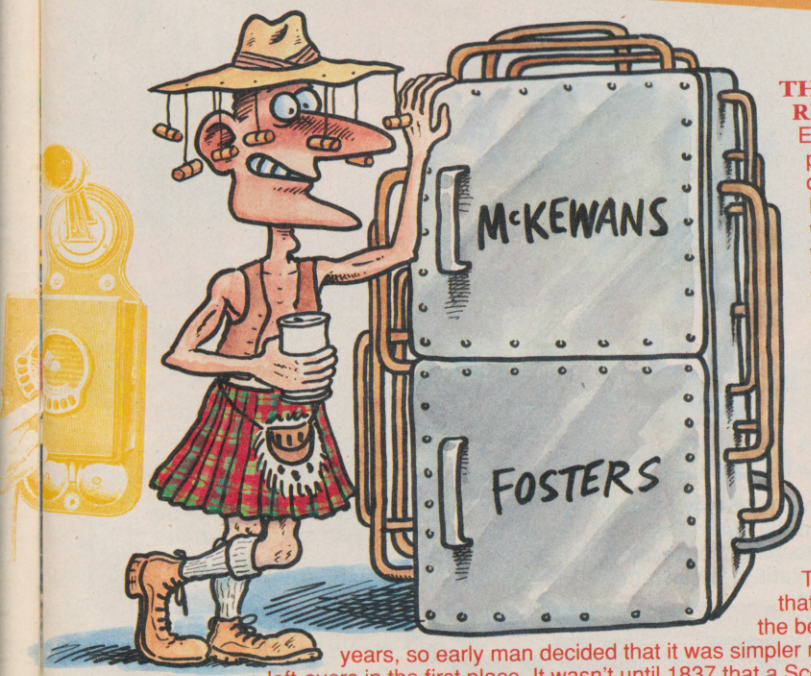
constricted throat muscles and extreme dryness of the throat and tongue. So the liar didn't have any saliva to cope with the heat of the poker, and so the tongue got singed. Mind you, it's dubious wether that method would have worked on Roy Hattersley – even while experiencing fear he still produces enough saliva to float the Queen Mary, eight tugs and a lilo.

NUCLEAR REACTORS

What an interesting invention the nuclear reactor is. By sticking one weird substance into another weird substance you get heat, which drives turbines, which in turn produce electricity. Better than that though is the bi-product. Radiation. Loads and loads and loads of the stuff. You can do all kinds of interesting things with radiation, such as a) put it in giant containers and bury it under the ground; b) put it in giant containers and drop it into the sea; c) put it in giant containers and leave it lying around in fields; or d) not bother putting it in giant containers at all, and let it 'waft' so that people living nearby can have as much as they want for free (enabling them to produce three-headed offspring).

CLINGFILM

What goes together like bacon and eggs? The answer is fridges and clingfilm. Although you probably take it for granted, clingfilm hasn't actually been around for that long – it was only invented 15 years ago. The trouble with clingfilm is that as well as clinging to dishes and plates it also tends to be rather good at clinging to itself. This means that it takes eight attempts to cover a plate of corned beef – resulting in one beautifully stretched piece of almost invisible plastic and seven discarded semi-transparent balls. (Clingfilm can also be stretched over the bowl of a lavatory, as a thigh-slapping party jape.)



THE REFRIGERATOR

Early man had problems if he didn't quite finish his hog liver (or whatever) and wanted to save the remains until the next day. The only thing he could do was embark on a mammoth trek to the arctic circle where the unfinished meal could be buried in a little bag underneath the freezing snow. The trouble was that this journey took the best part of 20 years, so early man decided that it was simpler not to have any left-overs in the first place. It wasn't until 1837 that a Scottish bloke living in Australia realised that evaporating ether cooled down whatever substance it was applied to. So he built a box thing with pipes all over it. In the pipes was ether, and the first fridge was created. He filled it with tomatoes, carrots, cucumbers and lettuce. Within three weeks they'd gone all damp and furry – setting the style for fridge vegetable drawers as we know them today.

TZers

• Audiogenic has bought its very first coin-op licence, and boy is it weird! *The Exterminator* takes us around a *Brookside*-style estate, with each house constituting one level – you, of course, play the 'Exterminator' (ie bug killer chappie), on a mission to crush, spray, squash and blast every wasp, spider and creepy-crawly in the place. Against almost photo-realistic backdrops (but not on the Speccy of course, ho ho) the waves of insects scroll towards you on a sort of rolling road/floor arrangement, while your two disembodied hands (or single hand if you're playing in one-player mode) wave around in space at the sides of the screen, just waiting for the insects to approach. The whole effect is really weird – like some sort of mad cross between *Klax*, *Op Wolf* and *Them* (the movie). Blimey! Keep an eye out for it later in the year.

• Footie games are hitting the shelves thick and fast – with two new Kenny Dalglish licences scheduled for this year, along with a management game *Superleague Manager*, all from new(ish) label Impressions. For a complete update on the Speccy footie scene, check out the giant mega-feature this issue.

• Gremlin Graphics is starting work on converting Psygnosis' gorgeous 16-bit mega-hit *Shadow Of The Beast* to the Speccy! Sounds a bit ambitious, doesn't it (after all, the Amiga original is better known for its spectacular graphics than for its enthralling gameplay), but no, insists Gremlin boss Ian Stewart, it shouldn't be any great problem at all. You see, underneath those award-winning visuals there actually lurked a pretty nifty little scrolling arcade adventure. In fact, Gremlin is so impressed that it's planning, if all goes well, to start up some sort of permanent 8-bit conversion arrangement with Psygnosis.

• And talking of Gremlin, guess who its newest employee should turn out to be? Yes, it's none other than Sean Kelly, ex-*Zero* Dep Ed and all-round *YS* good egg! So what are you doing up at Gremlin then, Sean? "Well, I'll basically be assisting the Software Manager, which means I'll be helping with the development of new games, making sure they all play well and so on." So if Gremlin brings out some crap games in the future we'll know who to blame, eh? "Um, yes, I suppose so. But we won't be bringing out any crap games!" We shall see...

• Navy SEALS. Any idea what they are? Nope, neither did we, until Ocean told us. "They're sort of like the American SAS but they go in boats and things. *(More like the SBS then. Ed)* Did you see *The Abyss*? There were some in that, and there was one in *Baywatch* recently too. Anyway, there's a new action film coming out later in the year called, spookily enough, *Navy SEALs* starring Charlie Sheen and Michael Biehn (the bloke out of *The Terminator*, *Aliens* and, again, *The Abyss*), and we're doing the conversion. It'll be out at Christmas." Keep an eye out for *Robocop II* and *Top Gun II* as well - Ocean's got the licence to both of these. Hurrah!

• *Ford Q8 Rally* is the licence eventually attached to the Thalamus 3D rally game mentioned last month. Released in the summer, plans include packaging it with a little Dinky-style model of the four-wheel drive Ford Sierra featured in the game.

• News just in that the basic SAM Coupé takes a price rise from £169 to £179 shortly, just as a replacement schedule for the slightly dodgy ROM chips featured in the first machines is announced. All new machines will go out with the new improved ROM, while earlier ones will get their's replaced in due course. More Coupé stuff in Robin Alway's *SAM Surgeon* column later in this issue.

• Next Christmas will see Krisalis' interpretation of the famous cult TV series *Hill Street Blues* hitting the Speccy. Quite how the game will work is unclear as yet – but we can't quite see the complicated plotlines of the original coming over too well.

Hong Kong Fuey, Number One
Super Guy
Hong Kong Fuey,
Quicker Than The Human Eye
He's Got Style Like A Groovy Guy
And A Car That Just Won't Stop
When The Going Gets Rough He's
Super Tough
With A Hong Kong Fuey Chop!
(Ahem.)

Gadget games, eh? Where would we be without them? Well, we wouldn't have one hundred obscure forgotten or slightly poofy cartoon characters cropping up on our Speccies, that's for sure! Who could forget Thomas The Tank Engine, Postman Pat, Count Duckula, Soony And Sweep... the list goes on and they're nearly all from the Alternative stable.

But (cut out!) Alternative won't have it all its own way for much longer! Here comes Sheffield's Hi-Tech Software label with a whole host of new budget products based on US Hanna Barberra cartoon characters! Not only is there a new Yogi Bear (and Boo-boo) game on the shelves, but oodles of other once-famous Saturday morning TV stars will soon be hitting the Speccy for the first time too! Watch out for *Yogi's Great Escape* (based on a Yogi feature film, apparently), *Ruff And Reddy* (not very famous, those two), *Atom Ant*, and our own favourite *Hong Kong Phooey* (Number One Super Guy) all at £2.99. Check out *Bargain Basement* for the reviews soon. Hurrah!

CHARTS

FULL PRICE

This Month	Last Month	Game
1	1	*Rainbow Islands* US Gold
2	NE	*Ninja Spirit* Activision
3	NE	*E-Motion* US Gold
4	NE	*Black Tiger* US Gold
5	NE	*Dan Dare III* Virgin
6	2	*Chase HQ* Ocean
7	4	*Batman The Movie* Ocean
8	RE	*World Champion Boxing Manager* Goliath
9	3	*Gazza's Super Soccer* Empire
10	10	*X-Out* Rainbow Arts

BUDGIES

This Month	Last Month	Game
1	3	*Fantasy World Dizzy* CodeMasters
2	NE	*Spherical* Rainbow Arts
3	NE	*Assault Course* Players
4	NE	*Micro Mouse* Mastertronic
5	NE	*Matchday* Hit Squad
6	NE	*Quartet* Hit Squad
7	5	*Paperboy* Encore
8	NE	*Wonderboy* Hit Squad
9	NE	*Blasteroids* Kixx
10	NE	*Platoon* Hit Squad

Compiled by Virgin Megastore, Oxford Street, London W1.

Elite Back In The Speccy Game!

Actually that's nothing new of course we've told you of the veteran software house's plans for more full-priced licenced product before (and that means Speccy versions along with everything else). What we haven't mentioned are the specific games. And here's the first one – *World Championship Soccer*, a Sega coin-op licence scheduled for the middle of November this year (okay, okay, we know that's ages, but it's better than never, isn't it, Spec chums?). We don't know very much about the product as yet, except it's an overhead viewpoint jobbie, like *Kick Off* et al. More news on this and other new stuff from Elite as and when – just don't hold your breath!

Blimey! It's MicroProse's First Coin-Op!

We're all familiar with the magical words 'coin-op conversion' aren't we, Spec-chums? Well here's a bizarre(ish) twist on the normal turn of events – instead of a product from the likes of Konami, Irem and Sega turning up in much truncated form on the Speccy, software house MicroProse is taking things the other way round with the launch of its very first coin-op!

MicroProse Games (a new division of the company we all know and love as MicroProse Software) is all set to go with *F-15 Strike Eagle*, a 3D vector graphics (like *Hard Drivin'* etc) shoot-'em-up cum flight sim. No news yet as to whether MicroProse will convert the thing to the Speccy though.

Dusty Fleming's Great Haircuts Of Our Time

No 3 The Farrah Fawcett

Without a doubt Farrah's bouncing, blow-dried tresses were THE hit of the 1976 TV season. As Jill, the only blonde in the trio of girlie private detectives that made up Charlie's Angels, Farrah was a 'wow' – suddenly girls all over the country were trying anything and everything to give their hair more body, and the sales of Sun-In went up 200%. It was a look that lasted too – while other such seminal cuts as 'the Purdey' have been since consigned to the historical scrap-heap, Farrah's relaxed yet glamourous look is still popular the world over – just look at *Baywatch*!

SAM Soccer

With the SAM Coupé specific version of US Gold's *Strider* looking less and less likely, it's possible that D&H Games of all people (you know, the strategy specialists) will come up with the first independent program to make full use of the Coupé's 256K memory and colour capacities. The game? *Football Director II*, available on disk and cassette any time now, priced £19.99. Of course, we'll have a full review when we get our hands on it.

World Cup Cash-In No. 428

Software houses aren't the only people hoping to cash in on the World Cup fever soon to be sweeping the terraces. Take Dynamics Marketing, for instance – the joystick people. They've got a new World Cup version of their well known Competition Pro stick due any time now, called the Comp Pro Goal and finished in ten different colour schemes to match the kit of some of the most important teams competing in this summer's event! The strips of England, Brazil, Spain, Italy, Belgium, West Germany, Holland, Scotland, Sweden and the USA (?) will all be knocked out in the initial batches, with others possible if enough people worldwide demand them! Hurrah!

DELIVERANCE

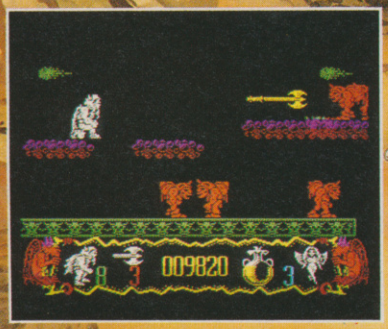
Stormlord II

Underground in Hell, is where Stormlord commences his mission to free the fairies held captive by followers of the wicked Black Queen. Travel through caves, mines, crypts and forests until eventually reaching Heaven, where Stormlord will face Saint Peter himself.

Brilliant blast'em-up, shoot'em-up with strategy gameplay.

Due for release May 1990.

Commodore, Spectrum and Amstrad cassette **£10.99**
Commodore and Amstrad disc **£14.99**



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YS SMASH

Q. What's long, floppy and makes a horrible mess all over the floor?
A. Smash Tape No 31 if you hold one end of the tape and throw the rest of the cassette across the room!
But don't do that! It's full of fab games! First of all there's the brilliant old full-pricer *Ballbreaker II* from CRL, absolutely jam-packed with balls, blocks, triangle-shaped doofers and all the rest of it. Then there's an entirely playable demo of Empire's *Pipe Mania* – four levels (plus a special bonus level making five!) of plumbing fun. That's totally brill as well. All in all, the whole tape's a birrova good 'un!

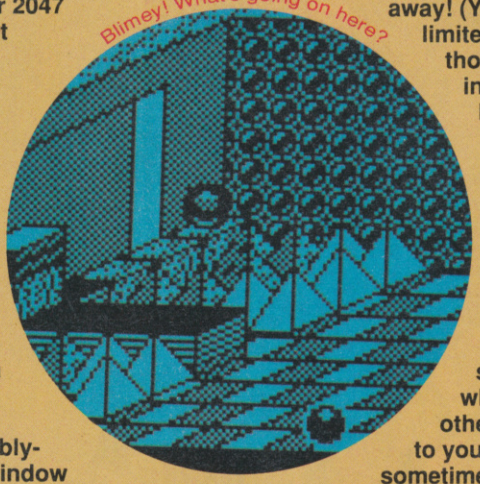
BALLB

CRL

You'll love this one. No, really. In fact, you can tell that it's going to be brill because it's the sequel to something, so that's one thing it's better than already! (If you catch our drift.)

Actually the game's a bit like *Breakout*, or even *Batty* (an early *YS* Smash Tape), but with one novel twist – the whole thing's flipped over onto its side! Yep, it's in 3D. Even without the use of funny-coloured glasses you'll probably find the effect so realistic that you'll have to keep diving behind the settee to avoid being hit on the nose by the ball.

Set in the year 2047 (or something) it features all the usual *Arkanoid*-type bits and pieces – there are balls, a bat to hit them with and lots of blocks to knock away, but (but! but!!) that's not all! There are also a number of startling, step-back-and-probably-fall-out-of-the-window innovations to consider.



Firstly there's the (initially) incredibly difficult-to-come-to-terms-with 3D, but don't forget that you come equipped with a gun from the word go too! That's right – as well as knocking out blocks you can BLAST them away! (You've only got a limited number of shots though and too much indiscriminate blasting tends to make it easy to forget where the ball's going – so take it easy.)

Each screen is made up of odd combinations of different blocks. Some of them just score you points when taken out, but others do funny things to your bat, and sometimes explode! There are even some aliens to kill who

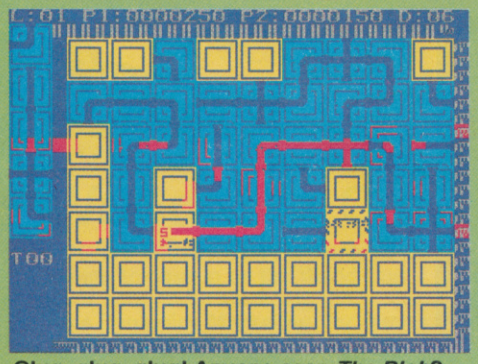
PIPE MANIA

Empire

Pipe Mania looks set to be one of the fabbiest games of the year, if not the rest of the millenium! It really is that good! And if you don't believe us check out this playable demo (and then the rave review later on in the ish!).

Bits of piping is what it's all about, and lots of 'em. Load it up and you'll see what we mean. There's a pipe-dispenser on the left-hand side of the screen, in which appear different-shaped sections of pipe – it's your job to place these on-screen as they appear, hopefully building up a complete network, through which water (or rather a horrible slimy gunge stuff) can flow. Just find the starting point (which is already on the screen, marked with an S) and build from it as far and fast as you can go. But build it up fast, 'cos after a few seconds' grace the gunge starts flowing. Yikes! If it reaches the end of the pipe it'll squirt out and go everywhere, so keep adding bits on sharpish!

The trick is to get the gunge to flow through a certain specified number of bits of pipe each level, after which you're off the hook and can go to the next screen. Remember, if you get a piece of piping you can't initially use, stick it somewhere else on-screen where (hopefully!) you'll be able to bring the flow around to link up with it later on! You only go onto the next level when the gunge reaches the end of the pipe, so once you're sure you've used up enough bits you can press Enter to hurry things on a little.



Glug, glug, glug! Anyone seen *The Blob*? Well, here comes its green gunk cousin!

And that's about it. Simple (like all the best games) but just try playing it – you'll be hooked!

Want a few hints and tips? Well, okay. The more bits of pipe the stuff flows through the more points you get, so for extra points, lay the pipeline in complicated patterns. For example, you'll get extra points every time the gunge crosses itself at a junction.

Our demo, brill though it is, only contains four levels from the actual game, plus a wacky bonus level (a bit like *Tetris* in fact, this one – see if you can work it out for yourself). To have a go at the rest of them (and there are loads), you'll need to go out and spend some dosh on the complete game. (Don't worry though – it'll be worth it!)

TAPE NO 31

BREAKER II

CRL

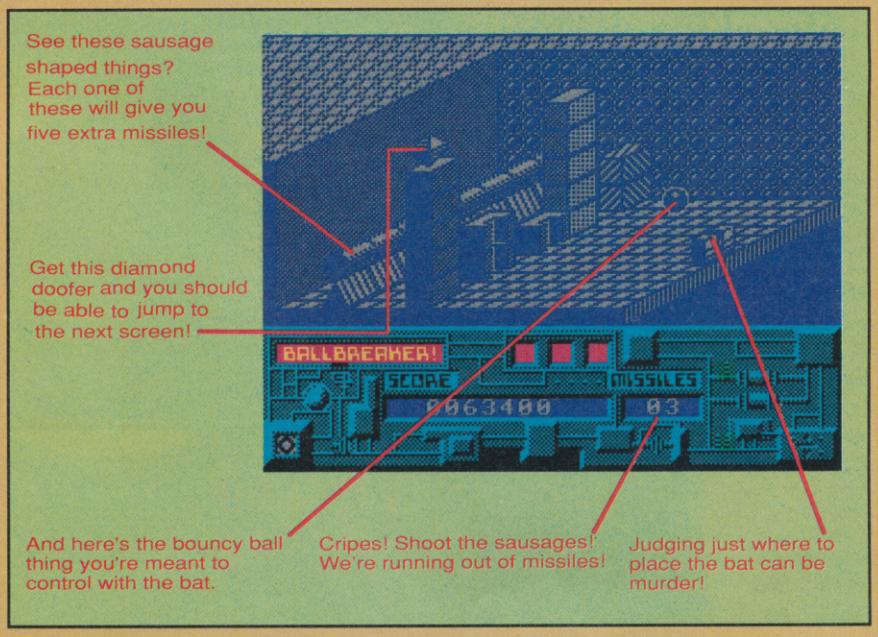
waddle on on the later levels.

The game's got absolutely loads of screens (30-ish, all with names like 'Adrian's Wall' and 'Sphere We Go Again'), and they've been designed by a selection of industry celebs – Ian Andrews (the big cheese at Incentive) had a go at one, Jez Sands (who programmed *Starglider* and things like that) did five, the Zen Room (CRL's programming people) obviously cobbled together most of the rest of them while Clement Chambers (CRL boss) and even Simon Rockman (who?) stuck their oars in too. Quite impressive, and, believe you 'us', the quality shows! It's a corker!!

TAPE TRUBBS

Oi! Get down off that window ledge! We've got the solution to your problem! Assuming, that is, you've got Tape Trubbs. (Otherwise, we don't really want to know.) The symptom is simple but a bit of a bind – your Smash Tape won't load. (Ug!)

But – hurrah! – here we have the solution, and it's equally simple but a lot less painful. Just extract the offending article from your tape deck and send it, along with an sae, to *YS* Tape Returns No 31 *Ballbreaker II*, Ablex Audio Visual Ltd, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QD. Then sit back in anticipation for a couple of weeks and a gleaming, working and generally lovely new tape will be yours.



BALLBREAKER II / PIPE MANIA

YOUR SINCLAIR

BALLBREAKER CONTROLS
A = Up; Z = Down; O = Left; P = Right; Shift = Fire (Redefinable)

PIPE MANIA CONTROLS
Define your own keys

YS SMASH TAPE NO 31

BALLBREAKER II

A complete game from CRL

Plus

PIPE MANIA

Five levels of an imminent release from Empire

Ballbreaker II/CRL

Bouncing ball japes in glorious, grabs-you-by-the-collar-and-prods-you-in-the-eye 3D.

© Your Sinclair/CRL

Pipe Mania/Empire

Five whole levels of an ace new puzzley game with syrup-like addictiveness.

© Your Sinclair/Empire

BLOODWYCH

YOUR SINCLAIR MEGAGAME

Imageworks/£9.99 cass
£14.99 disk

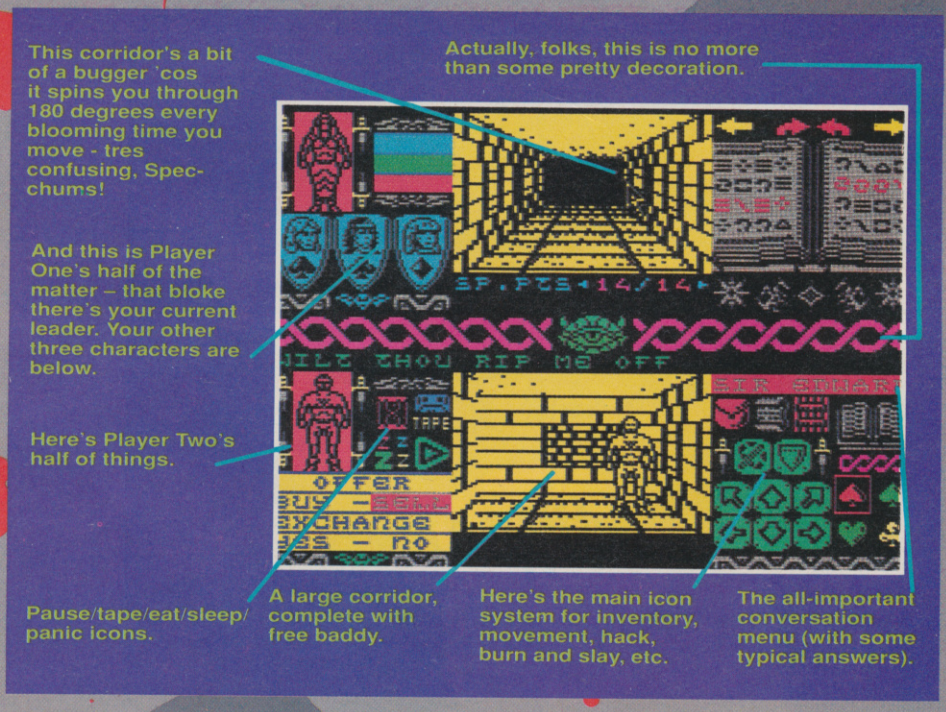
Rich Until pretty recently, presenting an ST or an Amiga game as complicated as *Bloodwych* to a programmer and saying "Here, convert this, matie," would've got you a bit of a laugh but not much else. It certainly wouldn't have got you a game. Things seem to have been changing a bit recently though – take *Times Of Lore*, *The Bard's Tale*, all those Freescape games – massive things crushed down into 128K (and even occasionally 48). *Bloodwych* is as big as any of those, but it's got a genuine two-player option too! Blimey! (Little wonder really that we've been waiting a good year to review the pesky thing!)

Hang on a mo though – bigger doesn't always mean better, does it, Spec-chums? Cramming this sort of involved stuff it into a paltry 48K and expecting a decent game (and one that plays at a reasonable speed) might be asking a bit much, don't you think? Might *Bloodwych* turn out to be a brave try that's actually a little bit crap? Well, there's only one way to find out, isn't there? Read on..!

At first glance, this looks exactly the same as all those other gigantic icon-driven arcade adventures I've been talking about. Yep, it's all there – the daft plot, the never-ending manual which seems more like the complete works of Shakespeare than a set of instructions, the squillion keyboard controls, acres of boring rooms and pointless tasks to fulfil. Hmmm. Sounds 'promising'...

No doubt you won't want to plough your way through the hefty manual – I tried and couldn't actually understand it *(Try reading the English version. Ed)*. So, like me, you'll probably want to jump straight into the game instead, preferably grabbing a nearby friend on the way so you can do it two-player style. While you're at it, you'd better choose your characters from the selection screen, all of whom've got ridiculous names and various abilities, spells, possessions and wotnot. Each player controls a party of four, which means the lot of you will be eaten alive by some lunatic monster, not just one. A quick(ish) load from the tape (or, indeed, disk) and you're away.

Each player controls his (or her) own half of the screen – so in two-player mode you can play the thing completely separately, or, more usefully, co-operate with each other (more on that later). The main action takes place in a window in the middle of your half, whilst the icon system fills up either side. Maybe it's just me, but usually I find most icon systems completely impossible to use – I never know what's actually going on. There's none of that here though, oh ho no – this one's dead simple. Just move your cursor about (with keys of your choice) and click on whichever icon you want to use – some icons revealing new menus. The icons even bear some resemblance to their function as well. Wow! This means that you'll actually be able to get into the game after about five or ten minutes, rather than the two or three weeks which it usually takes with this sort of thing.



Okay, so I've chosen my characters and I'm set to go. I think I'll explore along here. Yikes! A skeleton's just jumped out in front of me. I wonder who he is? Maybe I should say hello before I hack him to pieces. (You never know, he may even give me something.) Whip your cursor over to the communicate icon and up springs the conversation menu. Now you can chat for a while, and all with practically no help from the manual at all.

Moving your characters about is equally simple – you take control of one, and his (or her) other three buddies straggle closely behind. Before you start, it's a good idea to strategically position your group to make the most of their best points. For example, put the physically strongest ones and the ones with the largest weapons (ahem) at the front, and the ones with guns or bows at the back. Everyone's an individual in this game!

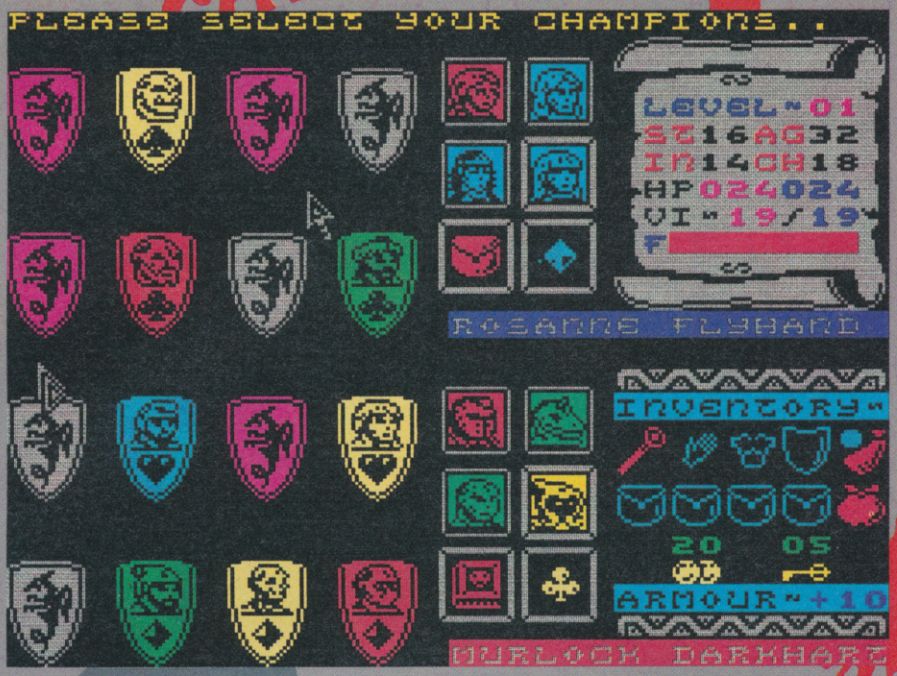
Okay, so I've chosen my characters and I'm set to go. I think I'll explore along here. Yikes! A skeleton's just jumped out in front of me. I wonder who he is? Maybe I should say hello before I hack him to pieces. (You never know, he may even give me something.) Whip your cursor over to the communicate icon and up springs the conversation menu. Now you can chat for a while, flog him some of the junk you've picked up along the way, or even invest in a bargain or two. Wait a mo, he's talking to me – you can fully communicate with all the characters in this game, even if it's only a polite request to go away. He seems to be trying to sell me something. Eek! Now he's waving his arms about frantically in the air (with some pretty dodgy animation, too)! What's going on?

Actually, folks, he's firing arrows at my head – obviously a little cross because I didn't buy any of his goods. Time to retaliate. Zooming over to the Attack and Defend icon it's a case of 'can you shoot him faster than he's shooting you?' – press Fire as quickly as possible *Daley Thompson's Decathalon*-style to shoot back. Fortunately, the answer's usually 'yes' and he'll (I'm assuming that this skeleton's a bloke by the way – it's kinda hard to tell) be reduced to no more than a puff of smoke. If you look closely at the floor in front of you, you'll see something he's dropped – usually just some gold, or occasionally a key. But objects on the ground are extremely hard to see – it took me ages to realise that there was anything down there at all!

Of course it's not always that easy. Later in the game it becomes all too easy to get surrounded by baddies who are just too quick off their blocks for you (resulting in almost spontaneous death). Even that's not the end of the world though – providing you've still got at least one player alive you can take a quick visit to the re-incarnation room to get a new set. Try and avoid this though, and remember to look after your party – they need to eat 'n' sleep just like us, y'know.

(This isn't generally the sort of game that you stop playing because you're dead – you usually stop because it's two o clock in the morning and you just have to go to bed. I think that I'm still on my first-ever game – and I must have played the thing for days! Luckily a Save Game option's not far from hand.)

Anyway, where were we? Ah yes, walking about killing innocent skeletons and trolls and things. This can get a tad on the tedious side though, so it looks like it's time to get the manual out of the bin and find out what you're actually meant to be doing. Excuse me for a moment. Phew. Right, 23 pages later and you'll realise that you are in fact working for a group of wizards, known as the Bloodwych, who have hired you to go and kill Zendrick (an extremely nasty person). Basically, he's planning to destroy the universe by summoning some monster-type-thing who will

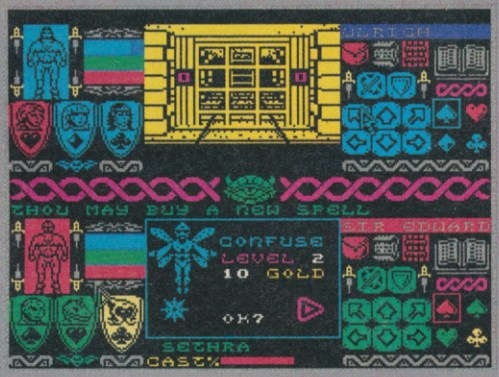


Character selection time now. The colour of those shields over there (unless you're reading in black and white, that is) gives you a general idea of the capabilities of each character. So why not choose one character of each colour, then?

basically rip the whole lot to shreds. Yikes! Your task is merely to kill all the monsters which Zendrick has created, find four crystals which are scattered about the castle, kill Zendrick and banish the big earth-ripping monster. Piece of cake or what? (Personally, I think not.)

And why? Well, for a start the playing area in this game is absolutely huge. I mean, it took me three days just to complete the first level! Map making is essential if you want to get anywhere.

I don't believe it! I've been playing the thing for hours only to arrive at the end of first level and find the blimmin' door's locked! Luckily, the spell fairy's just appeared for Player Two – maybe she'll give him something to open it for me. Hmm...

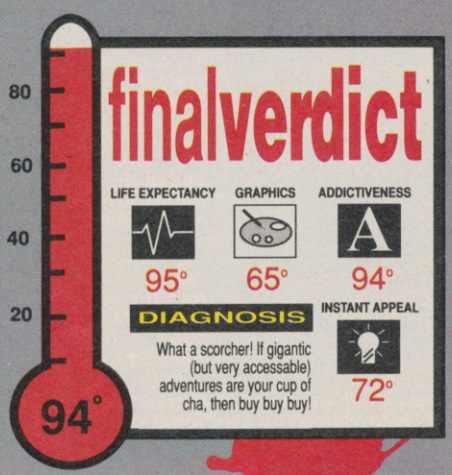


but watch it – unless you know what you're doing you're highly likely to get caught out. (In fact, you're highly likely to get caught out even if you do know what you're doing.) I kept getting turned around half-way through a corridor and ending up back where I started. Other complications include things like a room with four identical doors, which faces you in a random direction when you stand on the mat in the middle – nasty! Of course, there's a lot of the more usual stuff like locked doors and secret passages galore to confuse you as well.

One thing that I haven't mentioned yet are the all-important spells, used for everything from opening doors to killing people. You can also get more spells when you sleep. You've heard of the Tooth Fairy – well this one here's the Spell Fairy and she leaves better than 50p I can tell you (or whatever the going rate is these days).

As I've said before, both players can play almost separately from each other as if in two different games, or they can, if they like, work together making the thing twice as easy to complete (in theory, anyway). One player can open a secret passage for the other, or alternatively lock him in instead (hem). Attacking monsters becomes a whole new story 'cos you can fire at them from two directions to kill them twice as quick. You can also attack each other of course (hee hee) – a lot of fun, but it can end in tears when you find yourself clobbering your 'friend' around the head! Playing solo isn't as much fun, but it's still pretty damn good. Why not have two players (ie eight characters in the game in two groups of four) and control both of them yourself? Well, it's a thought.

Pretty positive review so far, isn't it? So okay, what are the quibbles? Well, for a start there's the crap sound – but then who needs sound when you could be listening to a spookily atmospheric record or something instead? *(Try Wagner. Ed)* The graphics are a bit samey as well – it's all too easy to get lost because one place looks identical to another. But putting these complaints aside, we're looking at a real corker here, babes. It's got enough to offer the most experienced player, yet it's still easy for the complete novice or terminally crap person to play. My advice? Pick up a copy today – it's a geniune classic.



JOYSTICK JUGGLERS

This month we asked the Jugglers to invent something (you know, like all those cavemen in *Pssst*). Just come up with any new gadget, we said, one that'll save energy and effort all around the world. So they did...

Rich Pelley You can usually find Rick strutting his funky stuff at some groovy party rave-up. Trouble is he's suffering from a slight conflict between his up-to-the-minute fashion tastes and the rigours of all-night bopping.

"Yeah – I keep tripping over my unfeasably wide trousers! And 'cos I just can't, I just can't, I just can't control my feet I needed to find a solution fast. Then it hit me – a sort of cross between bicycle clips and those hooped skirts Elizabethan noblewomen wore. Now my bell bottoms are held firmly away from the foot allowing full freedom of movement! And the neat thing is that the steel ring structure folds down flat so you can pop it in your ruck sack when you're not using it!"

David Wilson We'll just let David tell you about his so-called 'invention' himself...

"Well, I was playing with my Barbie Play Bus one day *(He's got a strange obsession with Barbie dolls, folks. Ed)* when I got to thinking – what if instead of just going shopping and all those other things Barbie does, I could get her to do something useful for a change? Like play around in a Recording Studio!? Then Barbie could lay down some tracks (possibly even with Ken!), thus combining my two fave hobbies. In fact, if Mattel (who make Barbies) made a Barbie Triumph Herald convertible then they could park it outside, Ken could do some work on it, and it'd combine my *three* fave hobbies!! Brill!!

Matt Bielby Being a salty sea dog sort of a chap (well, he hired a rowing boat on The Serpentine once), Matt immediately sprung into action with oodles of odd inventions to help out 'those in danger on the sea'. Eventually he settled on this elegant little invention...

"It's a sort of sieve for turning salt water into fresh water so you can drink it if your boat gets sunk by a mad whale and you're left floating in a rubber dingey for days. It's quite simple really – you pour the sea water in at the top, the salt settles on the metal of the sieve and the fresh water drips through. You'd want another beaker or some sort of bowl to catch the clean water in too, but if you're desperate you could put your mouth underneath and slurp! It's so simple I'm surprised nobody's already thought of it." Hmm. Quite.

Jonathan Davies Jonathan's been suffering quite a lot lately. He can't get any sleep because he's convinced that Farty, his unlovable warthog 'pal', is trying to contact him from the grave. To those ends he's devised this handy method to guarantee him some kip.

"Well, it's a sort of two-part plan really. To start with I've got some custom-made ear-plugs prepared, which totally block out the gurgly central heating sounds which strangely transform themselves into Farty's ghostly gruntings. (This could also be of use to anyone with noisy heating problems of course. Or anyone who lives by an airport.) The second bit is this jumping sheep mobile. Simply cut out some sheep-shaped bits of card, attach them to a some coat-hangers, hang them from the ceiling (preferably in a constant draft) and Bob's your uncle! The jumping sheep effect is sure to send you straight off!" What an excellent idea, Jonathan!

90° - 100° Getting up to fever temperature! Miss a game that's this red-hot and you'll get the blues – we guarantee it! Any game that rates an overall score of 90 or above gets the esteemed YS Megagame rating! It's a happening piece of software!
80° - 89° PDG! (ie Pretty Damn Good!) A game well worth digging into the old dosh bucket for!
70° - 79° A very enjoyable game, but might not be of lasting appeal to everybody.
60° - 69° A few niggles. Lacking in certain areas. Think before you buy!
50° - 59° Pretty average. Very average in fact. Actually, it's a bit crap.
40° - 49° Um, below average (believe it or not).
30° - 39° So sickly it's due to hospitalised!
20° - 29° Very poorly indeed.
10° - 19° Critical – not expected to last the night.
0° - 9° Clinically dead.

reviews

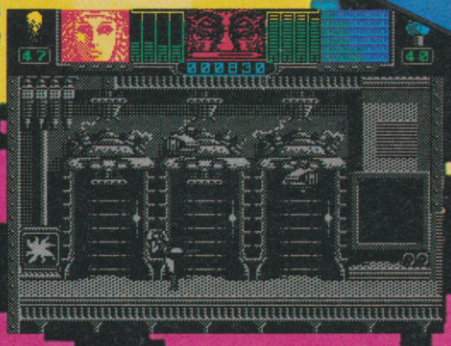
HAMMERFIST

Activision/£9.99 cass

Matt Hands up those who remember *Last Ninja 2* on the Speccy! Good, wasn't it? Well, *Hammerfist* has nothing to do with that. Well, okay, it does a bit – it's got the same flip-screen sort of design, similar fiendish puzzles to be worked through before you can progress onto the next screen, and the same beat-'em-up element. And it's also rather good. Hmm. Quite a lot in common really. And on a closer inspection it's not hard to see why.

It's been designed by the same people, you see – Mev Dink, Steven Dunn and friends. The boys all used to work at System 3, but now they run their own little programming outfit called Vivid Image and – at last! – here's their first game ready for release. Right, so how's it all work?

Well, the storyline thingie's quite complicated in an arcadey, *Cyberpunky* sort of way, but in actual fact it all boils down to some fairly simple gameplay. Imagine yourself into a spooky future world, one where giant multinational corporations hold power, and living, solid holograms with superhuman abilities are created to do their dirty work. Two such warriors are Hammerfist (a big beefy bloke with a powerful robot arm) and Metalisis (a sort of futuristic Suzanne Dando) but – yikes! – there's been some sort of bizarre accident in the hologram holding pens and the two of them have got sort of fused together! For reasons best known to itself, Centro-Holographix (their controlling corporation) won't, or won't help out, so fearing shutdown (or a life welded together – the scenario doesn't make it too clear) the Hammerfist/Metalisis amalgamation 'goes rogue'!



After the holding pens – these are where you start the game. But how on earth do we get out?

And this is where you come in. It's your job to guide them across the four loads, taking them from the underwater lab complex and holding pens of the first level, across the sea bed to the city (they're holograms so they don't need to breathe, remember?) and eventually up inside company HQ. Defeat the Master (the evil entity at the head of the corporation), separate the two characters out into different bodies, and everybody can live happily ever after (except The Master, of course, because he's dead).

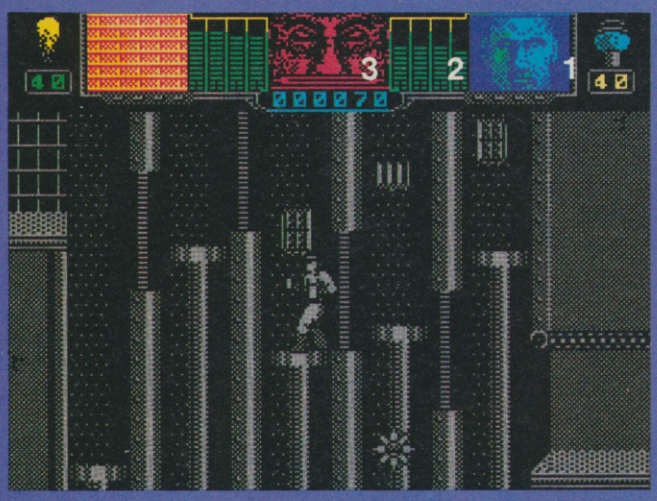
Yes, that's right, you've correctly deduced from the plot that what we're talking about here is a flip-screen adventure, each screen presenting you with a few baddies to beat up and one or two problems to solve before you can progress onto the next one. For many of the probs you'll want to flip between the two characters as suitable – Metalisis is especially useful when you need to leap onto platforms, while Hammerfist is the best option for just about everything else.

Presentation is monochrome and viewed directly from the side (without the 3D look of the *Last Ninja* games) and the problems tend to be of the reasonably easy bash-everything-you-can-until-something-interesting-happens school. For instance, your average screen will have you walk on in Hammerfist guise, see no obvious way out, kill a few baddies (normally human guards or small robots), turn into Metalisis, leap onto an overhead platform, destroy a computer terminal and – lo and behold! – a door opens on the other side of the room. Quick! Nip through it and you're into the next room. Phew!

Okay, so perhaps that didn't sound too taxing, but that's not to suggest it isn't any good – basically *Hammerfist* is very much an action game, with everything paced at an action game sort of speed. The puzzles are challenging, but not so tricky that things keep grinding to a complete halt (or at least that's the theory anyway).

There's some lovely animation in here (Metalisis' back flip leaps are particularly nifty) and some impressive set pieces (like the room filled with rising and falling platforms which you can only move across by switching from one body to another, using the weight difference to control the floor's movement). The gameplay's got some neat touches too, like the fact you can move fast a few screens to collect extra power-ups when faced with a particularly tricky obstacle, and one of a handful of little twists is that you can't just leave the icons you don't need where they fall because their collective negative energy will wake The Master, effectively preventing you from collecting any extra strength for ages.

In conclusion then we were pretty impressed with *Hammerfist*. It isn't anything radically new, but the well thought-out gameplay and interesting ideas put it streets ahead of most other beat-'em-up adventures you find on the shelves. Not quite a Megagame I think, but pretty darn groovy all the same.



1 You can see by this little blue face that you're controlling Hammerfist at the moment – switch to Metalisis and her face will appear on the other side.

2 These green things are the energy bars.

3 And the red eyes are the Master – don't let him wake up!

This piston sequence is one of the most distinctive parts of the game. You control the rising and falling platforms with your weight by swopping characters.

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
81°	85°	88°

DIAGNOSIS A well thought-out and rather thrill-packed beat-'em-up/puzzler. Pretty massive too.

INSTANT APPEAL 83°

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And here's another one (a bit more humble perhaps but no less fun) – an indoor adventure playground for your pet ferret! *(Eh!? Ed)* Yes! Just purchase a few hundred feet or so of plastic tubing, chop it all up into a dozen pieces and throw it liberally across your living room carpet. Not only will it divert the little wretch from ripping your settee to pieces, it'll also provide you with a bone fide excuse to buy *another* ferret and have 'albino polecat' circuit races around the house! Now simply nobble one of the little scamps (lollypop sticks tied to the legs normally do the trick), invite all your gambling pals round and you're all set to make a real killing! Hours of fun!

Yup, pipes are the biz and no mistake. Which is exactly what those groovy fellas at Empire must have been thinking when they fell upon the idea for *Pipe Mania*.

P	P	D	I	R	N	S	J	V	H	D	K	Z	A
M	I	Z	B	J	K	L	P	S	X	U	P	K	H
A	P	I	E	D	P	I	P	E	R	M	I	N	B
E	I	N	T	H	E	P	I	P	E	L	I	N	E
R	N	R	P	E	N	X	N	Y	U	L	N	G	H
D	G	P	I	P	E	D	O	W	N	K	E	F	I
E	H	H	K	L	S	C	T	R	J	D	C	K	E
P	O	O	E	N	A	M	F	A	Y	K	L	D	J
I	T	N	T	Q	M	A	E	B	I	D	O	M	N
P	R	V	G	U	Z	M	L	O	P	L	I	F	O

Now there's a game that does pipes proud! (And if you don't believe us just 'tunnel' across to our Megagame review on page 31, or check out this month's Smash Tape!) Manically addictive, it's a spooky little puzzle number (as if you didn't know already) in which you play a little plumber rushing around trying to outrun the mad rush of gunge! And it's mega! And it's the subject of this compo! Hurrah!

Put that in your pipe and smoke it!

Spec-chums, we've done you proud. Go on, guess how many winners Matt's going to pick out of his gerbil-furred Davy Crockett hat. Ten? Uh-uh. Twenty? Nope. Thirty? Um, getting hot. *(Oh, do get on with it. Ed)* Ahem. Thirty one actually. And talk about a fabaroony first prize...

It's a Sony Compact 102CD Music Centre, and it's worth up to £350! (Squeal!) It's got a CD player, turntable, double tape deck, three band digital tuner, ten band graphic equaliser and speakers, not to mention hi-tech Shuffle Play and Music Calendar, er, jobbies. (We haven't a clue what those are but they're sure to be hot poop!)

Then we've got 20 runner-up *Pipe Mania* T-shirts to give away along with copies of the game (the winner gets those too) and another ten T-shirts for the, er, runner-runners-up. Porkin' prizes, eh? So how do you win them? Read on, pipe-pickers!

And now for the nitty gritty...

And it's pretty tricky nitty gritty. What we've got here is a word-square, inside of which are hidden four phrases with the word (or variations of the word) 'pipe' in them. Let's say 'Pipe cleaner' was one of the phrases (it's not, but let's say it is). What you'd need to find would be the word 'pipecleaner'. "Och, worra doddle!" we hear you cry – but wait! Not only could we have hidden it horizantally or diagonally, you could end up having to read it backwards too! Cripes! So get your magnifying glass out, scribble your answers on the coupon along with your name and address, stick the coupon onto the a post card and send it off to *Where'd We Be Without Pipes, Eh? There'd Be No Drains, That's For Sure , And Then We'd All Be In Trouble!* Compo, *YS* Compos, *Your Sinclair*, 30 Monmouth Street, Bath BA1 2AP. And don't forget the closing date, Spec-chums – it's the 30th of June 1990.

Rules

- Pipes of peace, pah! Anyone from Future Publishing or Empire Software caught entering this compo will get a piping-hot slap on the botty.
- You'll be piped to post if you don't get your entry in by 30th June 1990.
- Matt's got final say so anyone who disagrees with him better pipe down.

Sussed it! The hidden words are...

- .....
- .....
- .....
- .....
- .....

Name.....

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HAMMERFIST

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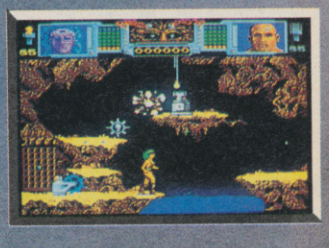
Two of the deadliest, Hammerfist and Metalisis were ready for assignment; to dispense death and destruction under the evil instruction of Centro-Holographix.

They were political puppets, dangerous and skilled murderers who followed their binary politics to the letter – their masters didn't even consider the possibilities of a malfunction… especially one that would turn Hammerfist and Metalisis against the hand that fed them…



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SLY SPY SECRET AGENT

In the fine tradition of *The Man From UNCLE*, *Our Man Flint* and *Matt Helm* comes *Sly Spy Secret Agent*, the biggest, baddest Bond rip-off of all! MATT BIELBY felt he had to hire a DJ before going for a look, and returned not shaken, but actually quite stirred...

Ocean's been fairly quiet on the full-price Spectrum front since Christmas – *Beach Volley* never actually appeared, *Nightbreed* has been put back to coincide with the film release, so all we've seen from the boys in Manchester since *Chase HQ* have been Hit Squad re-releases. But (but! but!) all that's about to change with two big new coin-op conversions just itching to hit the shelves! First out should be *Shadow Warriors* (full review next issue), a ninja beat-'em-up thing, while the other, *Sly Spy Secret Agent*, is featured here. And guess what? Yes, as we've come to expect from the Big 'O', it's a bit of a corker!

Sly Spy Secret Agent (the ridiculous double name comes from the fact that the game was distributed in UK arcades in two different cabinets!) is a Data East coin-op conversion of a game that appeared during the second half of last year, and was mainly noted for being a blatant 'homage' (ie rip-off) of the James Bond series of films. It's got everything in here – Odd Job from *Goldfinger*, Jaws from *The Spy Who Loved Me*, jet packs from *You Only Live Twice*, the skydiving bit from *Moonraker*, the underwater fights from *Thunderball*, the armoured motorbike from *Never Say Never Again*... Phew! You get the idea. Even the golden gun from, um, *The Man With The Golden Gun* puts in an appearance! Someone had a lot of fun putting them all together, that's for sure, and it shows – *Sly Spy* is a lot more in the spirit of James Bond than any of the official film licence jobbies Domark has come up with over the years!

What we have here are eight (fairly short) levels, each one recreating the sort of action sequences you'd expect of a Bond film. Half of them are the spectacular stunt work type of stuff (falling from aeroplanes, skin diving, that sort of thing) while the others are more your walking-around-shooting-other-blokes type platform games. Just like mega-Ocean hit *Robocop*, in fact. Let's take a closer look at how all the bits work.

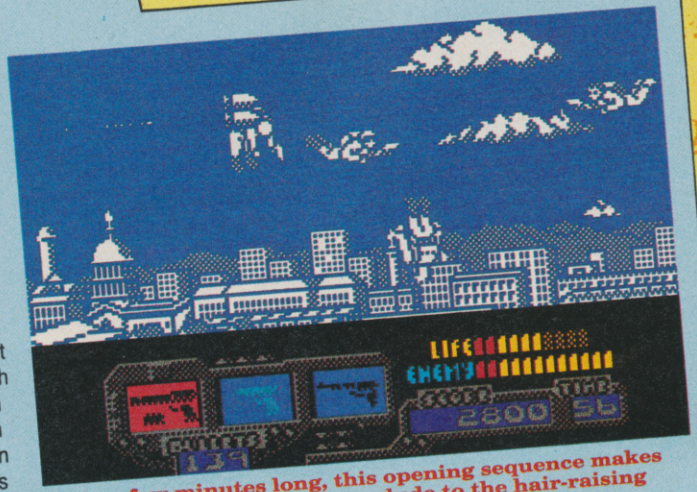
The 'Walking About A Bit' Levels

These are much more in the vein of the traditional shoot-'em-up, like *Robocop* or *Green Beret*, or whatever, and fall alternately with the other, more exotic sections. Basically, Sly wanders around each one shooting other spies. For the first bit he's in Washington, passing the Lincoln Memorial where he's attacked by lots of blokes who climb down out of the sky on ropes, SAS-style. On later shoot-'em-up levels he meets a giant Jaws lookalike (from *The Spy Who Loved Me*, not, um, *Jaws*), faces an Odd Job type who throws his bowler hat at you (you can only hurt him when he's got his hat off), takes on a pride (herd? school?) of tigers and rescues a tied-up girlie (what, only one?). Just a normal day in the life of James Bond really.

The Skydiving Sequence

This only appears once in the game, in the fairly short and easy opening sequence (just like one of those teasers you get at the start of an actual Bond film before the credits come on). Basically you, as Sly Spy, are freefalling out of an aeroplane (clad in your best dinner suit of course) when – eek! – all these other blokes plummet down around you, and they ain't looking to hold your hand! Quickly whip out your faithful Walther (equipped with 150 shots, would you believe, with 50 more that you can pick up from dead baddies!) and all of a sudden what we have is one of the world's first vertically scrolling shoot-'em-ups that actually moves *down* the screen!

When somebody gets shot (either you or them) they sort of slump forward as they fall, as if, um, they've been shot or something.

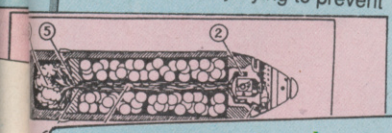


Only a few minutes long, this opening sequence makes a fittingly James Bondian prelude to the hair-raising action of later levels.

Survive the level (not too tricky, though it may eat quite a long way into the energy bar that represents your life) and your parachute pops open, leaving you to gently float down to earth in Washington DC. (Quite neatly, the cityscape slowly appears below you as you fall.)

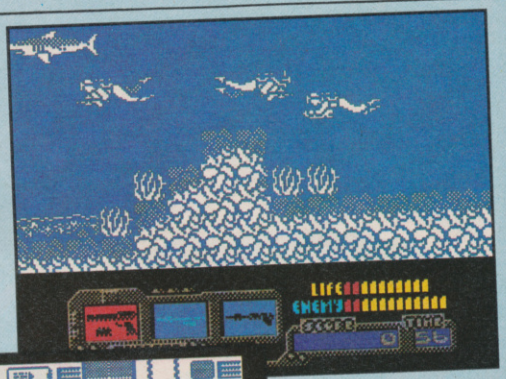
The Last Bit

A giant slam-bang finale James Bond style, this is a reprise of the rest of the game up until now basically, with Sly trying to prevent the launch of a giant rocket, and all the land-based baddies from the earlier portions of the game out to stop him! You have to climb up a series of platforms on the outside of the missile, facing Odd Job, Jaws, the tigers and so on, before kicking in a force field you find at the top there, dodging the spikes that fall from the ceiling, and beating up the big fat bloke who's waiting for you at the end (he's the evil criminal genius probably). And there, you've done it – you've won the game!

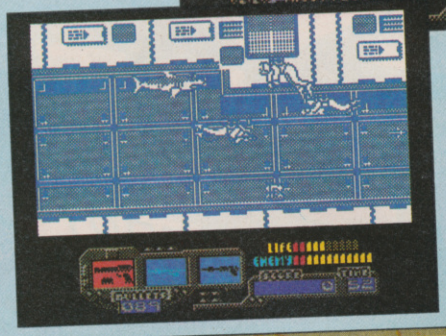


The Underwater Levels

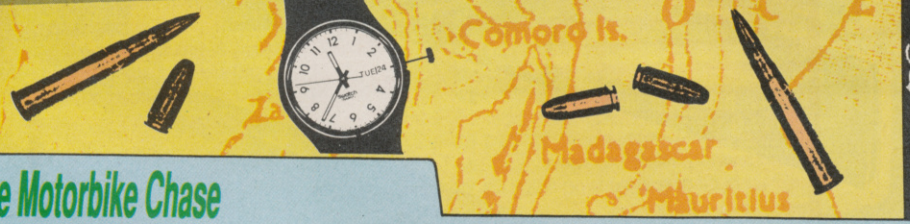
There are two of these horizontal scrollers, with some nicely drawn sharks (they go belly-up when killed) and two different sorts of enemy divers which you have to fight (one lot come equipped with little propellers or something on their air tank packs to make them go faster). At the end of the first of these levels you come across another diver in a giant armoured deep-sea diver suit – shoot him and he runs off-screen to be replaced by a giant shark. Eek! Kill him and he floats up off-screen, just like his smaller buddies do. The second of these levels is pretty similar, except it features some bits where you enter man-made underwater tunnels (as opposed to natural-looking caves) and face the big diver once again.



The first of the underwater levels is set in this organic-looking open sea enviroment - lots of coral, seaweed and sharks that go 'belly-up'...

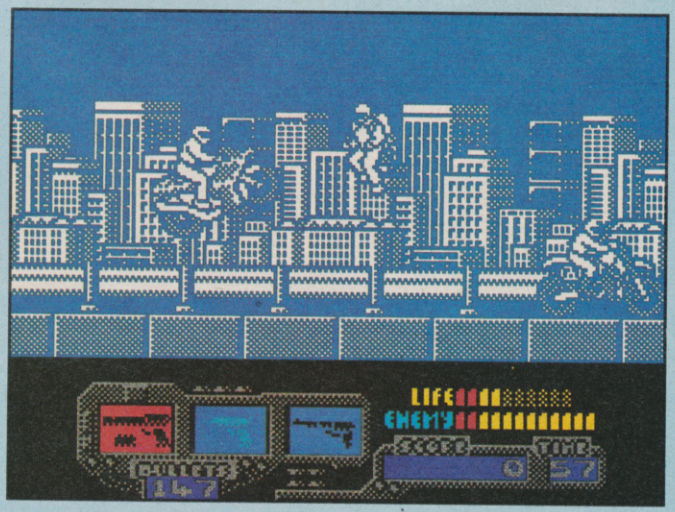


...while the second is largely based in a series of man-made underwater tunnels. The divers and sharks are the same though, but the tunnels do get considerably more narrow (claustrophobia ahoy!)

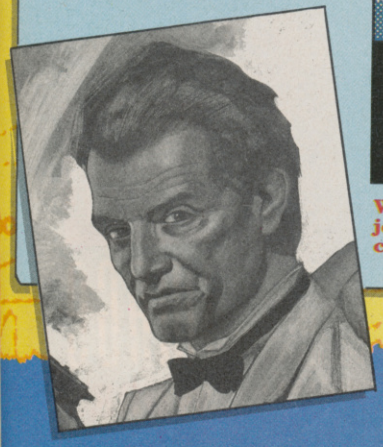


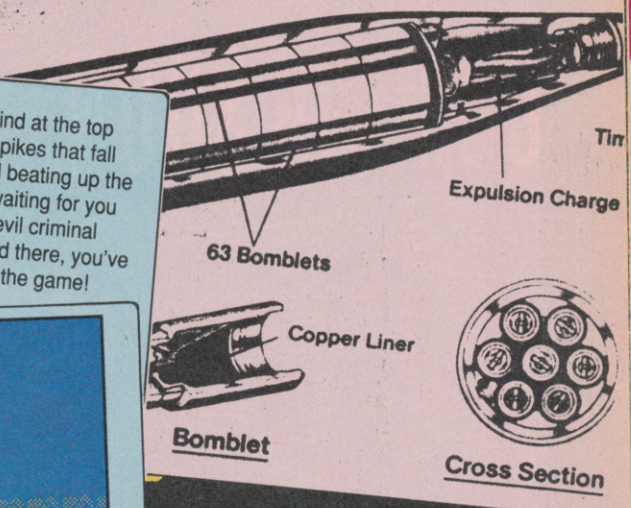
The Motorbike Chase

Straight out of *Never Say Never Again*, this is a quick horizontal scroller, with Sly on an armoured bike taking on enemy bikers and little men in jet packs. These fly on-screen from the side (you have to wheelie your cycle to bring the fixed bike-cannon to bear on them). There are mines to dodge in the road too, and a car packed with three baddies to kill at the end, one of whom's a giant. Yikes!



Wa-hoo! Sly jumps his bike for a clear shot at the little jet-pack guy with his on-board cannon. This motorbike chase sequence features oodles of enemy bikers too.





The Man With The Golden Gun

As with most of these sorts of thing, *Sly Spy* is absolutely littered with collectables. There're extra bullets, gun upgrades (a three-shots-at-a-time machine gun or a wicked harpoon launcher if you're underwater), jet packs (or turbo propeller thingies if you're underwater) to make moving about the screen a bit faster, Coke cans for extra energy (not that you can tell that they're Coke cans in Speccyvision of course) and – best of all – the Golden Gun. Collect the five parts of this that you find scattered around the place for a mega super-weapon which fires bullets the size of rugby balls! It only lasts for a few seconds, but the shots'll go through anything!

Secret Agent Men

So who're the chaps who've put in all the late nights then? Well, unlike many Ocean games which are done in-house, this has been put together by a few guys at programming house Software Creation. Dean Belfield was the programmer, with Simon Street and John Tatlock coming up with the graphics. I got on the blower to Dean to ask him a bit about it.

Well, Dean, did you come across any particular problems with *Sly Spy*?

"Not really, though getting something like this running at the right speed is always a bit of a problem. But we got it worked out eventually. There's some parallax scrolling as well in some parts, which took a bit of doing. That was all though really."

Right-o. What else have you done on the Speccy then, Dean?

"Not that much really – I'm basically an Amstrad programmer, but I've sort of moved over sideways into this. I did do one of the Virgin Lightgun games though, *Solar Invasion*, but the bulk of my work has been the Amstrad versions of things like *Ghouls And Ghosts* and *LED Storm* (though I'm not very proud of that one) for US Gold."

Excellent. Cheers, matey!

FAX BOX

Game ..... *Sly Spy Secret Agent*
Publisher ..... Ocean
Programmers ..... Software Creation
Price ..... £9.99 cass/ £14.99 disk
Release Date ..... Late May

COMING SOON...

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YS BACK ISSUES

Gaping holes in your *YS* collection? Gaping holes in your knowledge? Or do you just fancy a darn good read? Whatever the reason, you too can join Speccy owners all over the world who've discovered that ordering a *YS* Back Issue (or two, or three...) is a seriously good idea. Just tick the form for the ones you want, bung it in an envelope (with some money) and send it off. It really is that easy.

1986

1 JAN '86 SOLD OUT!
2 FEB '86 The second ever *YS*! With a *Young Ones* spesh and an interview with Matthew 'Willy' Smith.
3 MARCH '86 Yucky *V* cover, ideal for scaring your little sister!
4 APRIL '86 A truly historic ish, with a Spectrum 128 review. Check out the *Art Studio* guide.
5 MAY '86 The Man with the Beard's first appearance.
6 JUNE '86 Guide to wazzy hardware. One to have.
7 JULY '86 The Speccy music scene you never thought existed.
8 AUG '86 Type in the Trainspotter Game!
9 SEPT '86 Crockett 'n' Tubbs cover, girls!
10 OCT '86 SOLD OUT!
11 NOV '86 SOLD OUT!
12 DEC '86 SOLD OUT!

1987

13 JAN '87 A real porker of an ish. Lots of brill things!
14 FEB '87 Lots of crummy *Short Circuit* puns, and a hardware special to boot.
15 MARCH '87 Everything you wanted to know about Speccy sports, and lots you didn't.
16 APRIL '87 Really interesting guide to modems.
17 MAY '87 SOLD OUT!
18 JUNE '87 SOLD OUT!
19 JULY '87 The +3 gets the once-over.
20 AUG '87 *Program Pitstop* – the first ever, and it's a scorcher! (Aren't they all?)
21 SEPT '87 FREE! *Jack The Nipper* wibbly thing!
22 OCT '87 *Batty* – it's brill and it's FREE!
23 NOV '87 SOLD OUT!
24 DEC '87 *Play For Your Life* – fab free game!

1988

25 JAN '88 FREE!! *Moley Christmas* game and a hunky *Masters Of The Universe* cover.
26 FEB '88 FREE! Stylish *YS* badge – which one will you get?
27 MARCH '88 Definitely one worth having – another hardware spesh.
28 APRIL '88 *Karnov* Megapreviewed! *Advanced Lawnmower Simulator* Megagamed!
29 MAY '88 Pervy *Vixen* cover – stick it up! And don't panic – there's a FREE game (called *Don't Panic*).
30 JUNE '88 Yuck! There's blood 'n' pork all over the cover – *Psycho Pig* rules! And *People From Sirius* – a fab FREE game.
31 JULY '88 Breakfast Frontlines – a one-course surreal cereal serial.
32 AUG '88 FREE! Smash Tips! Part One and Two! A must for, well, everyone.
33 SEPT '88 More Smash Tips, and loads of other triff stuff.
34 OCT '88 FREE! *Dustin* game. FREE! Smash Tips. AND! Lots, lots more.
35 NOV '88 *Spitting Image* cover, *Orbix The Terrorball* and three demos for FREE. And a joystick guide. And more Smash Tips.
36 DEC '88 *Star Raiders II* and *Qarx* for FREE, on TWO tapes! Plus the last of the Smash Tips – get the lot!

1989

37 JAN '89 Awesome pull-out maps book, and *Movie* for FREE!
38 FEB '89 *Alien Evolution* stuck on the front, and a thing about the PC 200. (What's that?)
39 MARCH '89 *Army Moves* on the FREE tape, and a 'gripping' *YS* Photo Luuurrve Story.
40 APRIL '89 FREE! Groovy stickers and *Survivor* tape. Plus a fascinating adventure special.
41 MAY '89 *Mantronix* and *Red Door* for FREE! One of the greatest!
42 JUNE '89 *Explorer* for FREE! And a Second-Hand Spectrum Buyers Guide.
43 JULY '89 *Zolyx* and *The Gordello Incident* totally FREE! Fun at the zoo too!
44 AUG '89 *Batman The Movie* cover, film-fans, and *Skateboard Construction Kit* for FREE!
45 SEPT '89 *Dream Warrior* on tape. And is this Sinclair Magnum Light Phaser thingy any good?
46 OCT '89 *Vatman* – it's brill and it's FREE! Plus a joystick update.
47 NOV '89 *Flashpoint* and *Power Drift* demo on the fab Smash Tape.
48 DEC '89 *Wonderboy, Thing!, Riding The Rapids* and *Heroes Of Karn* packing out two FREE tapes! You'll be struggling to lift it!

1990

49 JAN '90 So what's on the tape? *N.O.M.A.D.* & *Bulbo And The Lizard King*, that's what, and there's another fab *YS* Photo Luuurrve Story.
50 FEB '90 Fiftieth birthday ish. And there's *Kat Trap* and *A Nightmare On Robinson Street* on't FREE tape!
51 MARCH '90 *Falcon Patrol 2* and *A Harvesting Moon* – they're fab 'n' FREE! Plus a stonkin' SAM Coupé review.
52 APRIL '90 *Dizzy* and a *Lords Of Chaos* demo for FREE! Plus a chap with a big chopper on the cover!
53 MAY '90 The *YS* map of the world. *Samurai* on the tape, a *Scramble Spirits* demo and introducing our *YS* SAM Surgeon.

FREE! FREE!! FREE!!!

Being the spontaneous and terribly generous people we are, we've decided to make you a bit of an offer. Order the complete set of Smash Tips (found in issues 32 to 36) and we'll give you a FREE binder to keep them all in! No, really! It's worth £2.99, and it's fabulously groovy. You'll see. Just tick the box at the bottom of the coupon...

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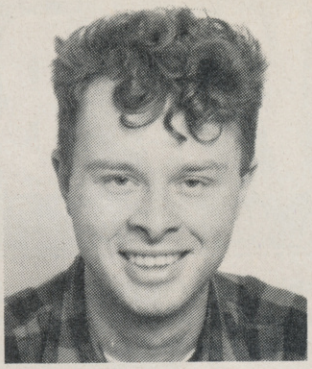
Letters



WRITE TO THE ED, *YS*, 30 MONMOUTH STREET, BATH BA1 2AP.
Star letter winners receive three games! All letters win a YS badge.

Blimey, what's going on? Hang on a sec. (Sound of Matt going to check out what's happened.) Phew. Sorry about that. Um, seems we've just had a bit of land subsidance under the shed, and one of the walls has collapsed – taking Andy and his desk with it. He's lying under a pile of rubble at the bottom of the newly-formed cliff – suppose I'd better go and get help. Mind you, I should really be answering your letters. I know. I'll answer your letters then I'll go and get some help. Nothing like a bit of compromise, eh? (I'm so caring sometimes that it scares my jolly socks off!)

PARCHMENT PROMISE

When searching through some cupboards I came upon a small piece of paper. It was an ancient parchment which said that *Your Sinclair* must pay me three full price games if I give them five pieces of advice and a poem. So here goes.
1) Do not buy *Gazza's Super Soccer*.
2) Never call somebody with 18 sub-machine guns a Kiwi Fruit.
3) Don't chuck your copy of *Strider* down the waste disposal unit.
4) Never watch *Neighbours*.
5) Send me 50 quid.
That's the advice. Now the poem.
I like *Your Sinclair*,
I buy it quite a lot.
When I start to read it
It makes me feel quite hot.
Lee 'How's yer father' Armstrong
Burnley, Lancs

I've got a little bit of a problem with advice number four. Never watch Neighbours. *Ahem – I do watch* Neighbours, *and while I'll readily admit that it's totally crap I'll also admit that bits of it are brilliant. Joe Mangle for instance. He should have his own show! For anyone who doesn't watch it, here's a bit of Aussie slang (courtesy of Joe). "I'm going to tear the top off a couple of coldies. Ripper!" A rough translation is "I'm going to drink two refrigerated cans of lager. Olé!"* **Ed.**

BADGELESS & LONELY

It's not fair. All my pals have a *YS* badge and I'm the only one that hasn't. And they aren't speaking to me. I've sent a thousand letters, and not one has been published.
Scott Brown
Dundee

Well this one has. Unfortunately Future Publishing has a policy of not sending badges to people whose names are anagrams of TWO SCORN BT. Terribly sorry, but I don't make the rules. It's all very weird down here in Bath. **Ed.**

FINDING FAULT

As part of my GCSE Communication course-work, I'm doing a project on home computers and especially on the ZX Spectrum – and how you go about mending one, as cheaply as possible, by carrying out your own repairs. Therefore I ask if you could please tell me what common faults occur on the machine.
Kristian Palmer
Poole
Dorset

The commonest fault occurs when you accidentally nudge it with your elbow and it falls 15 feet out of your bedroom window onto an area of concrete patio – this 'fault' is commonly known as 'totally crapped'. Repairing a 'totally crapped' Spectrum is something of an art, however, and there just isn't space to tell you. You do need Blu-tac, though. Loads of the stuff. **Ed.**

DOODLEBUGS

Blimey. And there we were thinking *Rainbow Islands* couldn't be bettered. Here's **Jonathan Morales**' version, with a new all-star line-up. (Well, some of them are stars. Don't know about that Bobielby chappie...)
Fancy winning a game? Don't forget though, all pics must be in black ink only. So send 'em in now to Doodlebugs, *YS*, 30 Monmouth Street, Bath BA1 2AP.

NOT SO CLEVER

I have been buying *YS* since issue four and am sorry to say that the standard of reading material has dramatically decreased. Also, when entering compos, do you really have to write the full address given? For example, in the *Pictionary* competition you had to put '*It Ain't What You Doodle It's The Way That You Doodle It* Compo'. I'd be embarrassed to send that in the post. Will the SAM Coupé work with my old black and white television (aeons old) and a standard tape recorder? Please print this as a Star Letter, or I might get mildly furious.

Alan McGinley
Co Donegal, Ireland

Time for a quick lesson on 'How To Not Stand A Chance Of Winning The Star Letter Prize'...
1) Begin your letter thus – "I am sorry to say that the standard of YS *has dramatically decreased."*
2) Ask a question that I've answered about 18 million times before.
3) Have the same surname as my old Physics teacher (who gave me the slipper about eight times) and...
4) Own a really old black and white TV set. Of course it'll work with the SAM, but what's the point if you can't see the squillion different colours? **Ed.**

IS PATER WELL?

Two of my friends dared me (two pounds each) to write in and say this – "Matthew Lindau loves Sarah Cleverly". My mates reckon that if Matthew sees this he'll duff me up, but I don't care. He wants to marry Sarah and give her a lot of 'how's yer father'. There, now I'll get four quid to buy more *YS*'s with (creep creep). Oh, and my sister-in-law thinks you're hunky and gorgeous.

Ian Wakefield
Long Eaton, Notts
PS My mum likes you as well.

Eh? He only wants to marry her so he can keep on asking her how her father is? Why does he have to marry her for that? You can ask someone how their father is without 'tying the knot', you know. After all, imagine if, say, Luke Goss wanted to find out how Clare Rayner's dad was getting along. Following your rules, Clare would first of all have to divorce her husband before joining together in holy matrimony with Luke. Then, on the first night of their honeymoon, Luke would roll over to her (in bed) and whisper "How's your father?", to which she would reply "He's quite well, actually" or "He's dead" or something, and then they'd have to get divorced. What a palaver! **Ed.**

GOLDEN OLDIE

Reading your letters page, I see you don't get many letters from 40 year old fathers, but anyway here goes.

Last Christmas I bought a Spectrum and admit that, after having tried to teach my son how to use it, I have become hooked myself. So, to try to improve my little knowledge, I bought a copy of *Your Sinclair*. But before I bore you further and you fall asleep, can you answer a couple of questions from a complete novice?

1) The Sinclair SJS2 joystick that came in the pack appears to be total rubbish, being so slow and stiff. Can you advise me of another?
2) Are there any light games on the market to use with the lightgun? I can't find any.

That's the lot, but, to conclude, have you or any of your staff ever considered doing, say, a one page article each month to teach the basics to completely 'green' people like myself who haven't had the benefit of learning computers at school and would like to learn as much as possible about computer programming? (At the moment I haven't got a clue how to type a written program in, or what POKE or Hex mean.)

P Sarling
Chelmsford, Essex

Forty years old! Another 30 and you'll be hobbling around in a Zimmer frame mumbling to yourself about how nothing's made of wood anymore and dribbling all over the floor. I'd better answer your questions before your eyes stop working.
1) Yes. It's crap, isn't it? Any other joystick you buy will be a thousand times better (not to put too fine a point on it). Check out the Joystick Jamboree *feature in issue 46!*
2) You won't find all that many – the lightgun seems to be a little bit of a white elephant at the moment I'm afraid. Besides the original pack of six games that came with the gun (including Op Wolf*), there's only a budget compilation tape of Codies things that I know of that'll work with your Phaser. Things should improve however – Virgin plans to bring out some new ones every couple of months.*

Oh, and as for simple BASIC tuition just you wait a month or two – I've got a 'surprise' for you (and thankfully it's not Cilla Black). **Ed.**

STAR LETTER

CRAWLING CAN WORK

I thought it was about time I wrote to congratulate you. I'm not crawling *(Yes you are. Ed).* I just honestly think you deserve it, managing to produce a well-written, excellently presented, very entertaining mag (with hardly any spelling mistakes) every month. How do you do it? And your tapes are great too (although *Falcon Patrol 2* was a bit crap – whoops – there goes the Star Letter!) *(Not necessarily. Ed)* Well, you know what they always say, finish with a crappy poem, so here goes with a terminally vomit-inducing one...

YS is really good
It's made of very thin wood
That's sometimes known as paper
(Oh, what a jolly caper).
YS is just the best
Far sexier than a string vest
I hope it lasts forever
Haddock in a wooly 'cardi'.

(Bit of poetic licence on that last line I'm afraid.)

L Lustyear
Port Talbot, W Glamorgan

Now here's the formula for getting the Star Letter. Unfortunately it won't work again, and I'm not going to tell you what next month's formula is – so you'll have to guess (and keep your fingers crossed). I can be very fickle in these matters. (For instance that "Haddock in a wooly cardi" line almost blew this one. Far too surreal for the mood I'm in at the moment.) **Ed.**

GOLDEN EVEN OLDIER

I've just sent in a years' subs for *Your Sinclair*! Nothing unusual about that you may say. But there is. I happen to be in my mid-50s, and you only have to look in the Pen Pals section of *Input Output* to see that you cater for a much different age strata. I'd be interested to know if you have any more Methusalahs like me in your readership! Anyway, here's to a year with *YS* (that's how long I've been reading it). Please think of me sometimes when you plan the mag.

Terry Filby
Beccles, Suffolk

I'm thinking of you right now, as it happens. Are you bald? Sorry, it's just that I'm really nosey. Oh, and to qualify as a 'Methusalah you have to have lived for 973 years (I looked it up in the dictionary). You, being in your mid-50s, only qualify as a bit of an old codger. Feel any better? **Ed.**

MIKE GERRARD

I have long enjoyed your mag, ever since I got my +3 about two years ago. Anyway, whilst reading another computer magazine (don't worry, it wasn't *C***** or *S******* U***. 8000 Plus* actually) I happened to read an article written by your very own Mike Gerrard. It was about some adventure book he's writing. Tucked away in the corner of this article was a small paragraph that slightly worried me. It said that *Your Sinclair* was to move to Bath under a new publishing company called Future Publishing, who also publish *8000 Plus*. If this is true then will there be any great changes to the magazine? Will the magazine still have the same staff? Will it remain the same contents-wise? Please could you answer these questions as soon as possible before my brain

WONDERFUL WORLD OF SPECCY

The bit where we stick in letters received from elsewhere on the planet. This one's from Portugal, but we haven't printed it because the English is bad – the English is in fact excellent. No, it's here because the bloke who wrote it is obviously stark raving bonkers. Portugal has got mad people too! Hurrah!

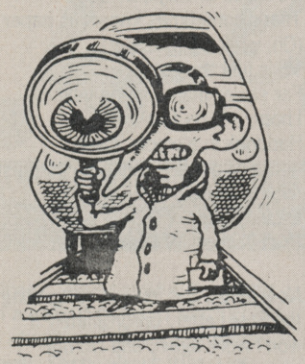
THE BRIGHT IDEAS OF TEN SEAS

And there I was.. My eyes couldn't see a thing above me. I was in total darkness, inside and outside my soul. Where was I? I was talking to nobody. 'Nobody' is like a dark sun that only rises black, but is still something or someone. Wandering about with my personality, the only friend, the only somebody I had at the moment. And I forgot something – I had some matches in my pocket. The bright ideas of ten seas. No more black ones. I think I know what this place is. Buildings all around looking like spiders or ants with giant legs. A very odd thing, but I know where I am now. I am inside a Spectrum. *Your Sinclair, Your Sinclair*, it's the only way of getting out of here. *(Blimey. Ed)* Was I dreaming? It was real! It couldn't be real but it was. Was I reduced to a short form or had the computer got bigger? You know, I'm inside the Spectrum like a spy. I'm more than just a computer data-bus, I'm a chief of address (in secret of course) *(Of course. Ed).* The CPU can't know. I've got a factory job. A spy job. I have a fourth dimensional view from here. Hey, I could even be in your Spectrum! *(Heaven forbid. Ed)* STOP!!! (Phew, whatta big note.) Preview to Ed's response – "This is a rough business to read!"

Jorge Manuel Cooreia Longo
Gaia
Portugal

This is a rough business to read. **Ed.**

Trainspotter Award



NOT SO KWIK

Your Sinclair is the best Spectrum magazine. Here in Portugal there are lots of Spanish and some English magazines, but you beat them all – even when you do some mistakes like the one I found in the December ish. In *Dr Berkmann's Clinic*, one of the games is called *Back To Skool*. Instead of *Back To School*! That's why I claim my Trainspotter Award. But don't worry, *Your Sinclair* is and will always be my favourite one.
Aritur Jorge Morais
Portugal

Ho ho ho ho! Thought you were being really clever, didn't you? Yes, you're right. In English the word 'school' is spelt, er, 'school' (with a 'ch'). The thing is that the game title is sort of a joke. 'Back To School', only he still can't spell 'school' properly. Hence 'skool'. What I'm saying is that it's a deliberate mistake, and by trying to be too clever you've ended up looking a right clot! And I don't care if you are from Portugal – you still can't have a Trainspotter Award (just a badge). **Ed.**

WHINGE MOAN RANT

I've just noticed that after more than four years the train in the Trainspotter Award picture hasn't moved. It hasn't splodged the prat to death yet, even though the train has movement marks on it. I therefore claim my Trainspotter Award.
Barry Scott
Fife, Scotland

Look again. Those movement lines are 'vibrating lines', not 'whooshy lines'. That's right! It's a British Rail train (ie stationary). The driver simply engages the motors after a two hour wait to make the passengers think "Aaah. We're off at last!" Then he turns the motor off and the train stops shuddering. Then he turns them on again. Then off. Then on. Then off. It can go on for hours. And in the case of the Trainspotter train it's gone on for over four years. Still, you can have a Trainspotter for giving me an excuse to slag off British Rail. Honestly, I know they've just got this new bloke in to sort things out, but it's not going to work. The whole thing's a shambles and all he's going to do is put the prices up and axe a few services. It's literally a nightmare, and I for one say "We've had enough!" **Ed.**

blows up, messing up my nice white walls (padded for extra security, because I'm stark-raving-bonking-bananas mad).
M Barrett
Pontypridd
Mid Glamorgan

Look, let's get something straight, shall we? You said "your very own Mike Gerrard". I have to tell you that he isn't mine. I can't stress this point strongly enough. I don't, and have never ever in my entire life, owned the bearded adventurer... I've never even borrowed him, to be quite frank with you. Honestly, the nerve of some people. Oh, and you might have noticed by now that YS *is still as skill as ever. In fact, it's even skiller. It's now almost as brilliant as* Garden Sheds Fortnightly! **Ed.**

EXAMINATION TIME

I am sitting my GCSE exams soon. Towards my exams I must complete various pieces of course-work. At the moment I am concentrating on my CDT Design Project. I must design a joystick and would like to know what your preferences are, and what sort of games it could be used for. For example...
1) Short response, steel shaft and microswitches = sports sims.
2) Microswitches, steel shaft and accessible fire buttons = arcade games.
That sort of thing.
Arthur Banks
Hebburn
Tyne & Wear

No problem. Here goes...
1) Joysticks with autofire switches = games for which you have to fire loads and loads of bullets really quickly, in lots of different directions.
2) Joysticks that are shaped like keyboards and actually have working typewriter keys built into them = adventure games.
3) Really cheap joysticks that are, despite their price, absolutely and totally brilliant = CodeMasters games.
4) Broken joysticks = games that won't load (ie for people with Spectrum +2As).
How's that? If you need any help with your A-levels, don't hesitate to ask. **Ed.**

KINDLY LEAVE THE STAGE

Crap joke time again, I'm afraid. **Stuart Richards** of Shropshire first with this pathetic variation on the 'what do you call a man with nine doofers on his thingy?' school of chortles. Take it away, Stew!
Q: What do you call a man with three pieces of wood on his head?
A: Edward Woodward!
And as if that wasn't bad enough, he's enclosed a 'sequel'...
Q: What do you call a man with four pieces of wood on his head?
A: I don't know, but Edward Woodward would!
Yaaaaaarrrgghhh!

Bit of a pervy one now, from **Steven Sandhu** of Kent. It goes like this...
There were seven dwarfs in a shower all feeling happy. Then Happy walked out, so they all started feeling Grumpy instead.

As old as the hills, that one – but believe it or not it actually wins a badge. As does the other. I must be mad. Send your crap jokes in now to the same old address. You've seen how low the standard can be.

SMALL PRINT

Admit it. *YS* is completely rubbish, isn't it?
Lewis Flabman
Bowthorpe, Norwich
That's blatantly untrue. YS *is just a little bit crap (in rather a funky skillo sort of a way). Oh, and let me, on your father's behalf, apologise for your surname.* **Ed.**

Why was Farty The Warthog called Farty?
Andrew Brodit
Biggin Hill, Kent
You mean you want me to spell it out? Noxious odours eminated from his already rather smelly bottom. Clear now? **Ed.**

Why does that idiotic kid in the Findus Crispy Pancakes ad keep pinning the boxes on his bedroom wall?
Shane Speck
Driffield, Humberside
More importantly, why does the idiotic kid in the Findus Crispy Pancakes ad keep on eating Findus Crispy Pancakes? **Ed.**

Failure on all three.
WE Noonan
Wallasey, Merseyside
No. The first one started going again. **Ed.**

BUD PICO'S HOW TO DO IT!

This month Bud comes clean about the recent bizarre events surrounding his grandmother! But first, a letter...

Dear Bud,
I've been having problems with cat fleas. Ever since my three Abysinians went missing recently a large number of tiny pests have emerged from my fitted carpets. They're everywhere and obviously in an advanced state of hunger since the odd disappearance of their feline hosts. Most of my family are now suffering from vicious bites, notably my young daughter who turned out to be allergic to the insects. Please inform me of a safe and economical way to remove these pests. (And how do I get my cats back?)
Yours worriedly
GK Chesterton

Dear GK
I was very sorry to hear about your misfortunes but I'm afraid they rather pale in comparison to my own. Why don't you move house? As for your missing pets, I believe the RSPCA could do you a good deal on replacements. Bingo!

As for my own personal life, well, it's been in complete tatters! If you remember, last month I was sent a letter from the Monopolies Commission about my references to a certain well-known breakfast cereal. Surely other brands were just as efficient in household chores and handyman tasks, they asked. And of course they were right! Rice Krispies are no better, and no worse, than any other popular cereal (to within a five percent margin).

So what's been going on? I can only hang my head in shame. You see, my gran, Madame Pico, for whom I've been standing in since her strange disappearance a few months ago, was abducted during her two week holiday in Spain! Apparently, her kidnappers were henchmen of an unscrupulous advertising agency, Finn, Finn, Nesbitt, Finn (and Finn), currently bidding for the Kelloggs Rice Krispies account! Unless I made constant references to their prospective client's product they said I'd never see Gran again. Thus all my DIY suggestions! I knew the ruse was looking wobbly when I started receiving personal visits from a very suspicious Alf Slater of Slater's Puffy Rice fame.

Anyway, the reason I can tell you this now is because Gran's just been rescued by the SAS! Yes, she's due to be returned any day, just as soon as they've debriefed her on the whereabouts of the now missing FFNF (&F). I suppose she'll want her column back now. Ho hum.
Cheers,
Bud

GROUNDSEL is a plant with all th... of a first-clas... are capab... almost... sy... pust... groun... not in... There a... of other, ... that are cand... form of treatme... ous species of *pu*... weed hosts and p... results were obtai... early 1980s when *p*... *chondrillina* was use...

its short life cycle it can multiply at an alarming rate, flowering in every month of the year.

... flower

groundsel suffers from a rust disease. This is called *puccinia lagenophorae* and its symptoms are small brown pustules on the leaves and st...

secondary infections by systematically treating rusted groundsel with another fungus isolated from soil, called *botrytis cinerea*. The results ... devastating; stems of

... problems in mod... The most obvi... ultimate fate

... owed in the ... rse was ex... nomers ... ctrum ... e of ... e ... cts.

... cent ... that Bri...

... ction co... ant powe... n telescope. ... have built the large s... ays which ... in para... h the m... pe an... on to the Sun. Th... they unfurl aft... e-what mysti... des... y project offi... s a ... logic... Design... open ... hen blinds, will be replaced every five years by astronauts o... replenishment flights.

Hubble was alway... ered a long-term pro... neers are already testi... second set of solar ar... violet radiation is emitted hotter objects," says Mal... Longair. "There's an a... we can learn about the ... verse at ultraviolet wavelengths." Indeed, astronomers class this part of the spectrum as the "FM band" because of the detailed information the radiation carries about objects.

The strongest spectral lines of the most common elements in the universe, are chemical fingerprints characteristic of each element's unique way of ESA's Hubble co-ordinator.

Europe has a 15 per cent stake in the project so that British astronomers are extensively involved in the project. Another UK connection concerns the all-important power supply for the 11-ton telescope. British Aerospace have built the large solar arrays which

The realisation ... telescope in space offers the beginnings and foretell an end says Nicho...

NEXT WEEK Nasa launches perhaps the most sophisticated instrument ever sent into space. The Hubble Space Telescope — named after an American pioneer of cosmology — promises to revolutionise astronomy and our perception of the universe. High above the distorting influence of our atmosphere, Hubble's 94-inch eye will have the clearest picture of the universe we have had.

In purely numerical terms, the telescope will increase the volume of the known universe by a factor of 100. Astronomers are expecting a corresponding quantum leap in their understanding.

The idea for a telescope in space was first mooted in the 1920s. Our view of the universe from Earth's surface is hampered by the atmosphere: it acts as a blanket which filters out the full range of radiation emitted by objects in space. Only certain wavelengths, specifically, visable light, part of the infra-red and some radio frequencies, can get through.

"In a sense all the images we have had up until now are 'dirty' ones," says Professor Malcolm Longair, director of Edinburgh's Royal Observatory. "Atmospheric turbulence also causes problems. Even gravity leads to distortions of telescope optics."

During the early years of the Space Age, unexplored regions of the spectrum were eagerly investigated with satellites. Optical astronomers — having the advantage of being able to do research from the ground — decided that if they were going to have a telescope it should be a biggie, a 3-metre mirror operated by astronauts. Throughout the 1970s, Nasa lobbied hard for this "Large Space Telescope", using all it had at its command, tion," adds Peter Jakobsen.

Astronomers who have built the scientific instruments have "guaranteed" access to the telescope for 200 hours. Jakobsen himself is interested in primordial clouds of gas created when the universe was a tenth of its present age. "We do not know whether they are still around today, or whether they evaporated or coalesced into galaxies.

"We really don't know what's out there," Peter Jakobsen says. "The best discoveries are the ones we don't know anything about." The same philosophy is echoed by the project's decade, adding a bill of $7 million per month while it was kept in storage. During congressional hearings to secure additional funds, administrator James Beggs tried to impress the political keepers of the purse by claiming the Hubble telescope was the eighth wonder of the world. "It ought to be at that price," a Congressman was heard to retort.

Such delays and spiralling costs led to criticisms that it is an idea behind its time. The wasn't." The Faint Object Camera will be used to assess the mass distribution in galaxies, so that theorists can try to pinpoint where this mass might be. "We'll have a far harder look at the Milky Way, so we may find out what causes star formation," adds Peter Jakobsen.

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photon-counting techniques developed by Alec Boksenberg, now director of the Royal Greenwich Observatory. The FOC extends Hubble's vision well into the ultraviolet, radiation which is normally absorbed by astmospheric oxygen and ozone.

"Generally speaking, ultraviolet radiation is emitted by hotter objects," says Malcom Longair. "There's an awful lot we can learn about the universe at ultraviolet wavelengths." Indeed, astronomers class this part of the spectrum as the "FM band" because of known objects, scientists will have a clearer picture of their temperature, physical and chemical properties.

Hubble's technological superiority is a constant refrain in Nasa's publicity effort, the ultimate expression of hyperbolic gee-whizzery. Its main reflecting mirror is so optically perfect that if it were scaled up to the size of Australia its mirror would have deformations no larger than an ant. Its pointing ability is equivalent to throwscope. "They're the sort you"ll find in any Earth-based observatory," says Malcolm Longair. "You might call them an astronomer's tool box."

The European Space Agency provided the "Faint Object Camera" (FOC) which uses photon-counting techniques developed by Alec Boksenberg,

For Eagle eyes only.

DEFENDERS OF THE EARTH

Enigma Variations/£9.95 cass
£14.95 disk

Rich Whilst swinging your pants on a Saturday morning you'll no doubt have caught a glimpse of *Defenders Of The Earth* on telly. I certainly have – probably 'cos watching pointless cartoons is about the only thing to do which doesn't involve getting out of bed. Anyway, ever seen it? Good, innit? But before you've had time to reduce yourself to the mental age of six, re-name yourself 'Trev' and shriek "A-ducking and a-diving, a-wheeling and a-dealing – we're flippin' crazy", *Defenders Of The Earth* appears on the Speccy. Blimey!

In case you haven't caught on yet, *Defenders Of The Earth* (the game, that is) is a conversion of the ever-popular cartoon of the same name. Our heroes take the form of Flash-pants Gordon, Mandrake the Magician, Lothar, The Phantom and pet Zuffy, who all, er... defend the Earth from the nasty, mean, evil and generally not-very-nice-at-all Ming the Merciless who's intent on causing maximum mischief, the scamp. This time, though, Ming's gone completely hatstand and decided to take over the entire world, kidnapping the Defenders' kids into the bargain and threatening to kill them if anyone interferes. Cripes!

An extremely cunning plan is devised – dash in, grab the kids, deal with Ming, and dash out again. This is where you come in, taking on the role of Flash who's been volunteered by the others to do the dirty work, whilst they stay home in bed.

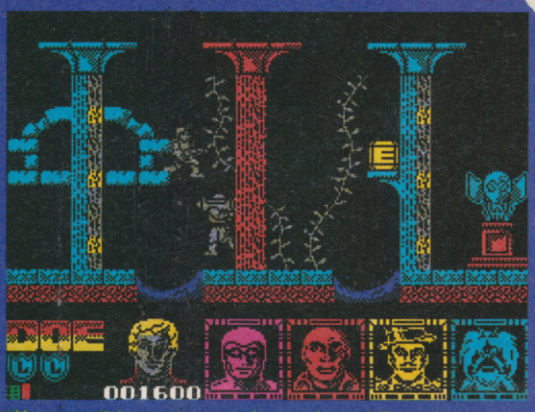
Luckily, though, should you run into any real trouble, such as a locked door or an unpassable chasm, then at the touch of a button one of your chums will be teleported along to help, do their bit, and then beetle off back home again. Funny how everyone else disappears when there's work to be done, eh, folks?

All this might seem terribly inspiring, but actually it has little to do with the game whatsoever. Basically, we're looking at your standard flip-screen run-about-and-shoot-things affair, where you simply, er, run about and shoot things all day.

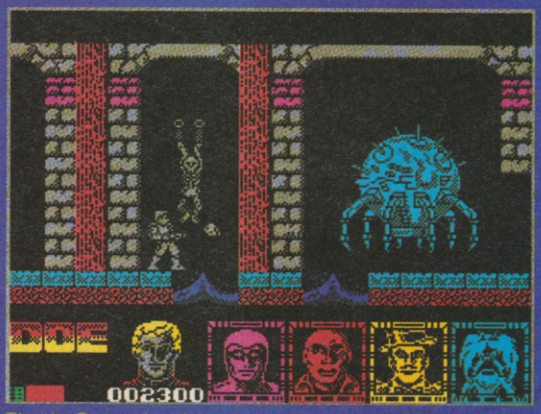
Well, what do I reckon, then? On the plus side, it's quite fast and action-packed – you're not really on one screen for more than a few seconds before hurling yourself onto the next. Graphics are good too – lots of colour and smooth animation. A nice touch is the way which you walk behind some of the scenery rather than in front of it – very effective. Should you so desire, you could even sing along to the theme tune (a pleasant enough little ditty, which is played at the beginning – but personally, I think that I'll skip that bit (I don't know the words). And I'm afraid that's your lot so far as 'good things' go.

Actual games are rather on the short side because the thing is so ruddy hard – and the fact that I'm crap doesn't help either. And another thing – there are no extra bonuses or weapons to collect. What this means is that you're stuck with the measly pop-gun which you're given at the start, with no opportunities to up-grade at all. Sazzen frazzen razzen. And as for the bit about summoning your friends – simply sellotape the "Call Help" key down and help'll be at hand every time you need it.

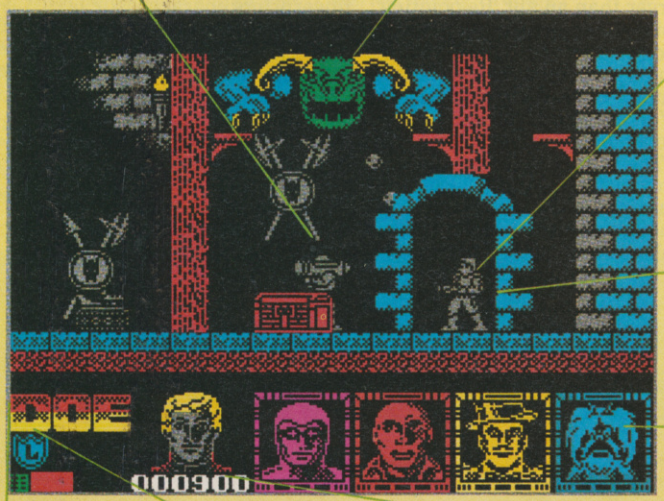
Overall, I liked what was there, but there simply wasn't enough. All the levels (multiload, by the way) are remarkably similar to each other and the whole thing gets slightly too boring all too quickly. Not too bad, but unfortunately still a bit of a turkey. Merry Christmas!



"You can't have your cake and eat it" as they say – not that that's got much to do with what's going on here though. Simply jump over the water – and pick up that extra energy icon on the way



That's Octon by the way, an extremely large and nasty robot who's about as helpful as someone who's deliberately not being very helpful at all.



A Kamazakie soldier who'll hurl himself at you – draining vast amounts of energy as well. Simply pop him one from the old gun.

There are lots of things about, including this monster bloke and on-screen cannons which constantly fire at you but can't actually be killed. The only solution is to scarper, quick!

Our hero (ie you).

This door was locked a minute a go – but pressing "Call Help" has just summoned one of my chums to come and open it for me. No probs.

Talking of my chums – here they all are. If they're able to help you they start flashing (oo-er) and pop up in the game itself.

DOE – Defenders of the Earth.

You start life with three shields – each wears down every time you touch a baddy or get shot. We're on our last one now though. Yikes!

Your score (not doing particularly well, are we, readers?).

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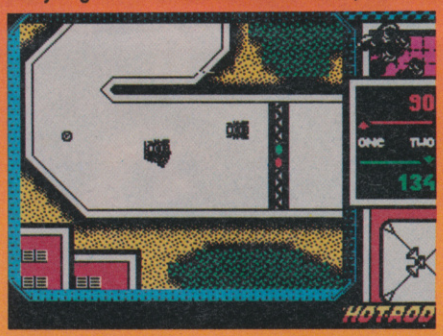
HOT ROD

Activision/£9.99 cass/ £14.99 disk

Jonathan *Hot Rod* – it's a flipping driving game. And if you thought scrolling driving games were bad enough, flipping ones are miles worse, I can tell you. Especially when they flip just when you're not expecting it. (Actually, I just exaggerated a bit. *Hot Rod* isn't really flip-screen in the same way that *Cybernoid* is flip-screen, but then again it doesn't scroll as such either. Well, it does, but in sort of short jerky bursts. I'll explain in a minute.)

The whole impression of the game is a lot like *Supersprint* really, just not so much fun. Using the usual Left, Right and Accelerate controls you've got to send your little car hammering round the track, trying to beat Player Two (if there is such a person) and the computer's car(s). You get an overhead view of the track as usual (it's not a 'loop' though, more of a long, bendy thing with a beginning and an end). The difference is that you only get to see a bit of the track at a time. As soon as whoever's in the lead gets to the edge of the screen, zzzziiiip! The next bit's whizzed on. A bit unsightly really.

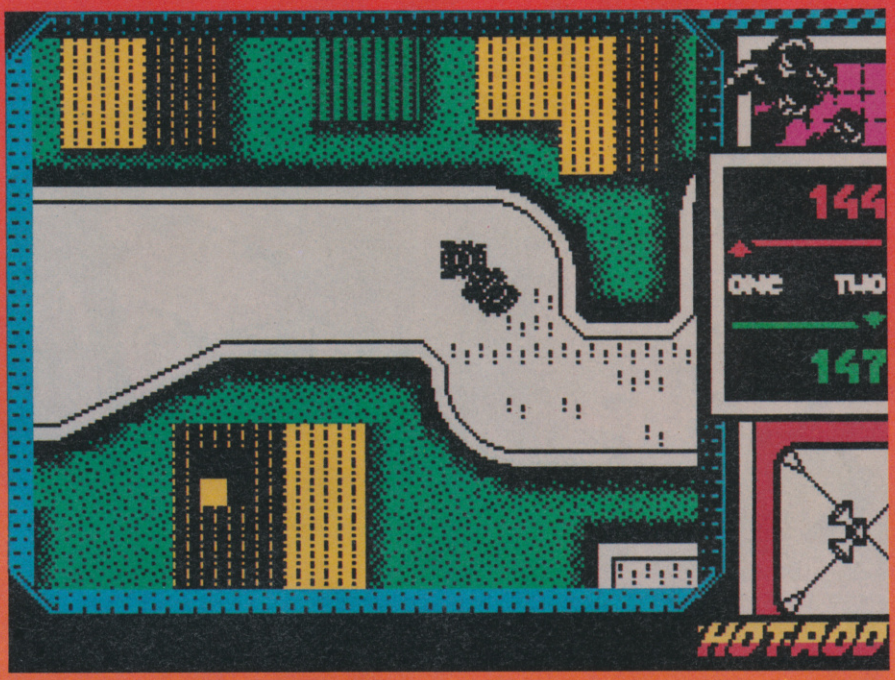
But, you may well be asking (I doubt it though), what happens if you're getting a bit left behind, and you get whizzed off the screen? Well,



Pulling away from the starting grid, there's already a massive shock horror death carnage (I'm strategically hanging back). I'm sure they'll be okay though as you can drive over/under/through whoever you like.

something slightly alarming happens. Your car starts flashing, and then gets picked up and dumped into the middle of the new screen that's just scrolled on. Hmmm. And then, just as you're getting sorted out and facing in the right direction to continue, the rest of the pack will inevitably have reached the next screen and it all happens again. Double "hmmm". That said, when you do get to grips with the controls you find that the computer's cars are hopeless. They keep getting stuck behind things and losing drastically.

While we're having a good old go at *Hot Rod*, it's probably worth pointing out that the graphics are useless too. They look like something out of a horrible piece of Christmas wrapping paper, or even a Codies game, and all the cars are the same colour (black, actually) so you keep forgetting which is yours. Even at the beginning (although



Yikes! There are lots of exclamation marks in the middle of the road!! Looks a bit 'significant'!!!

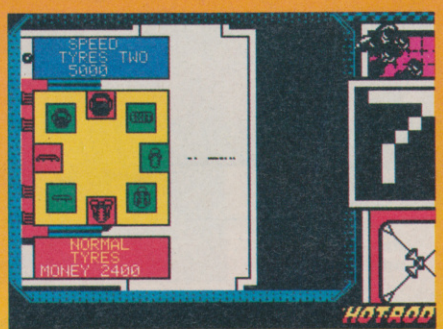
quite when the beginning is tends to be a matter of guesswork – there's no indication) you're in the dark as to which wheels are yours.

But there must be more to it than that, eh? And indeed there is. There's fuel to think about for a start. If you keep holding down Accelerate you'll run out of it fairly rapidly. And then there are the add-ons. Dotted all round the course are little icons, which give you various things if you pick them up. Money ones are the most handy, as you can cash them in after the race for new engines, tyres, that sort of thing.

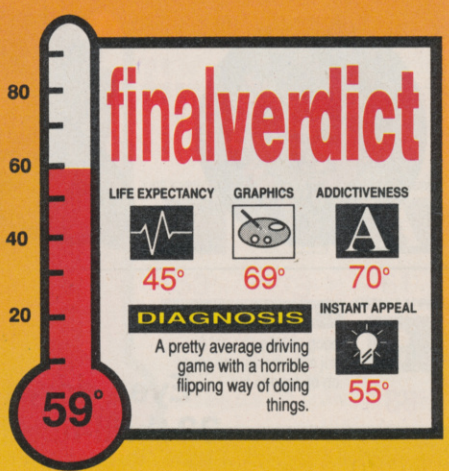
There are lots of different tracks which, would you believe, multiload in. It's not that bad though, as they don't take long. The first couple are fairly straightforward – maybe a few bends or patches of exclamation marks to worry about. (These last things look like they might be oil or something – they make your car go a bit wibbly when you drive over them, but since your car is pretty wibbly anyway I couldn't quite suss them out.) Later, though, things get a bit more varied, with alternative routes and what look like bridges. I say 'look like' primarily to increase my word-count, but also because they're a bit spooky. They look like you can drive under them, but when you try you end up driving over them instead (if you see what I mean).

Hot Rod's one of those games where if you're doing really well you think to yourself, "Blimey, maybe I've got it all wrong – this is quite good after all," and then as soon as you crash, run out of fuel or whatever you swear vividly, hurl the tape across the room and reach for the Reset button. That's what I did anyway.

It's sort of okay(ish). If the graphics were a bit better, and if it wasn't quite so irritating, *Hot Rod* might be perfectly acceptable. As it is though there are loads of other overhead-view driving games around, including many on budget, so why don't you check out a few of those instead? Try the Codies' *Grand Prix Simulator* for starters.



Here we are at Kwik Fit. What shall we have? A bucket? Or maybe a pocket calculator with handles on the side?



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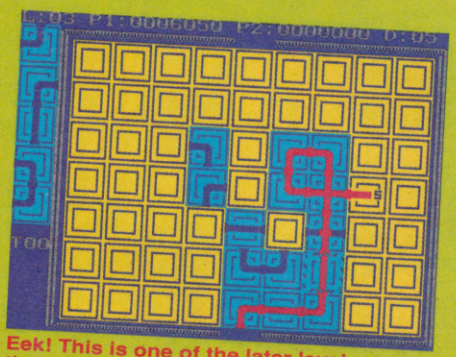
PIPE MANIA

Empire/£9.99 cass/£14.99 disk

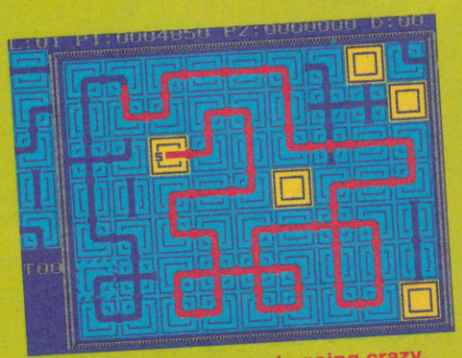
Jonathan Laying a pipeline is quite a thought-provoking business. First of all you've got to decide where you're going to put it, and then there's all that dreadful, noisy digging-up-the-roads nonsense. Dust everywhere. And why do they always seem to pick my house to do it outside? Eh? Hardly an ideal subject for a fab Speccy game, you might think. But you'd be wrong. Terribly, terribly wrong.

Pipe Mania is one of those really good puzzle games. They're very much the thing to be seen playing at the moment, what with *Tetris*, *Klax* and probably loads of others topping the charts. In fact, they're brill! And *Pipe Mania* is quite possibly the best yet. At first glance it looks a bit like one of those sliding block puzzles, except that there aren't actually any blocks to slide. Not to start with anyway. And even when there are you can't slide them. So what do you actually do?



Eek! This is one of the later levels, and there are yellow blocks all over the place getting in the way! Yikes!

Start the game, study the screen carefully, and you'll notice a pipe marked 'S'. This is where the 'flooz' will start flowing from within a few seconds. What you've got to do is take sections of pipe, one at a time, from the dispenser at the side and place them onto the screen. In doing so you'll hopefully extend the pipeline from its humble beginnings to a huge great big thing, winding its way round the screen. If, in fact, you don't manage this, and the flooz hits the end of the pipe before it's gone through a specified number of sections, you're a gonner. If you make it, however, you'll clock up a score according to how many pieces of pipe have been flowed through. Any unused ones lying around will count against you.



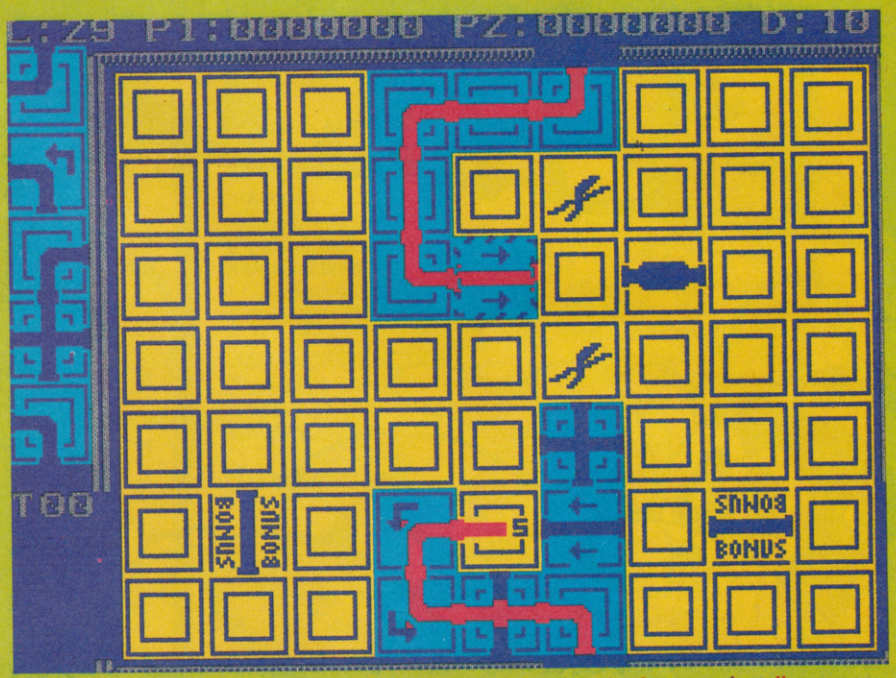
Look at this – the water's going crazy, but we've already got it flowing through 40-odd pipes – mega points ahoy!

There are loads of levels (with passwords to access them), and as you progress through them strange things start to happen. Objects appear on the screen. Sometimes they're special sections of pipe (like reservoirs which slow down the flooz, or bonus sections which give you lots of points if you route the flow through them). You may also suffer one-way pipes appearing in the dispenser. What's more, you may find holes in the walls around the screen – if you direct the flooz through one of these, you'll find that it reappears on the opposite side of the screen.

And it gets harder and harder. Not only does the length of time before the flooz starts flowing decrease, and the length of pipe you must make increase, but the order in which the pieces appear in the dispenser gets more and more awkward. Towards the end you'll find yourself having to plan the route ages in advance and fill up every last square on the screen. It's a toughie all right. There's even a two-player option. Each player gets a dispenser to him/herself, and the game becomes a competition to see who can get the most gunge through their pipe.

Presentation-wise, the game is well up to scratch. Admittedly there's not much that can be done to make pieces of pipe look terribly exciting, but there are a few tunes to brighten things up.

Above all, *Pipe Mania* is a 'fun' game. It's hugely addictive, horribly frustrating and all-round edge-of-the-seat stuff – recommended to anyone prepared to put a bit of brain-work into their game-playing. It's a Megagame okay.



Here's a quick *Pipe Mania* lesson – look to the left there, that's your pipe dispenser. 'S' is where you start and the red stuff is the flooz. Now get going!

finalverdict

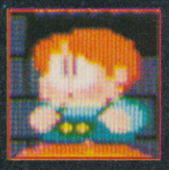
LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
88°	75°	93°

DIAGNOSIS

An ultra-addictive puzzler. Conclusive proof that just because a game looks square doesn't mean it is.

INSTANT APPEAL 89°

TAITO'S ISLAND-HOP COIN-OP



SLIP ON YOUR MAGIC SHOES, PRACTISE THROWING A RAINBOW AND HEAD FOR

DOH'S ISLAND.

ATTACK DOH AS HE HIMSELF SPRAYS YOU WITH AN ONSLAUGHT OF BULLETS. YOU'D BETTER BE QUICK... THE

WATER'S RISING!

THERE MAY ONLY BE ONE WAY TO DEFEAT THE VICIOUS CREATURES ON

INSECT ISLAND

... FIND THE CUP OF DESTRUCTION... YOU'LL HAVE TO BE PRETTY SLICK WITH YOUR RAINBOWS SO AS TO OVERCOME THE BEES, LADYBIRDS, SPIDERS, CATERPILLARS AND YIKES!!... THE BEEHIVE!!

OH NO!

NOW I WISH I'D STAYED WITH THE BEES! THEY'RE JUST BUZZING BABES COMPARED TO THESE TANKS, PLANES AND 'COPTERS ON

COMBAT ISLAND.

YES, IT'S TIME TO BEAT THESE GUYS AT THEIR OWN GAME AND TAKE TO THE AIR ... NOW WHERE'S MY BOX OF WINGS?

NEXT STOP –

MONSTER ISLAND

– WELL YOU CAN JUST FIND OUT FOR YOURSELVES – WHEN GHOSTS, TROLLS, SKELETONS AND VAMPIRES INVITE YOU TO SUPPER... IT'S TIME TO HIT THE YELLOW BRICK ROAD!

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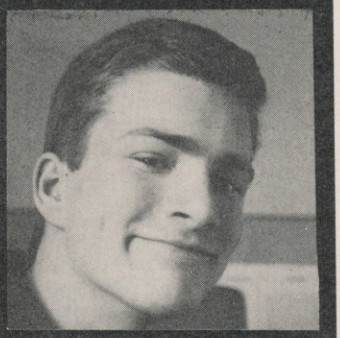
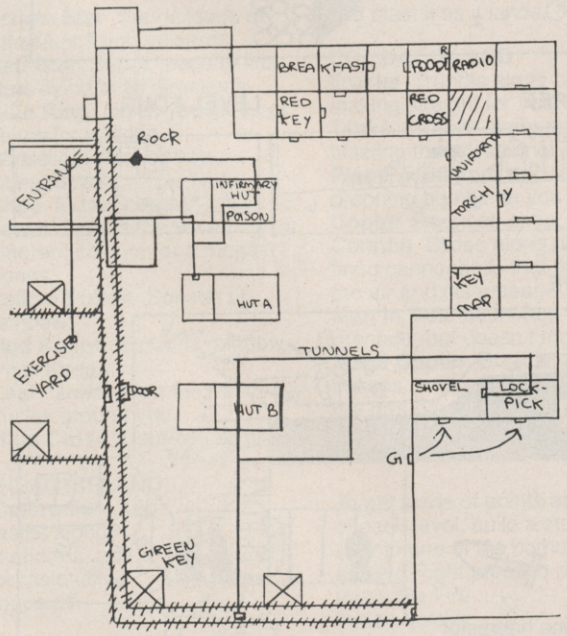


He's an undercover agent with a stench to kill. He is JONATHAN DAVIES – The Man In The Bed!

THE GREAT ESCAPE

This is one that's just come out on budget. But despite this, it's really quite good. The only real problem is solving it, but even that's been taken care of thanks to Derek Stuart's map. Oh, and his following tips – keep all items in the tunnel at hut A, and use the compass and map to escape.



Derek also adds that the map we printed a few years ago was wrong. I find that hard to believe, quite frankly, given *YS*'s unblemished record of quality tips, but I'll send him a badge anyway.

Intros are always a problem. I could waffle on about all the things I've been up to at Uni, but since I'm on holiday at the moment that might prove a little tricky. You wouldn't be interested anyway. The only other thing is to talk about 'tips', but I'm sure you know all about those already.

Nope, it's a toughie all right. Erm, I can't even think of any good jokes to tell you. I don't even think there's anything good on telly tonight (it's Thursday). What's worse, it'll be 24-hour Wimbledon soon, so I'll have to go and hide under the duvet for a few weeks. *(So what's new? Ed)*

All of which means that you're going to have to do without an intro this month. I'll try and come up with something a bit more exciting for next time though...

EMLYN HUGHES INTERNATIONAL SOCCER

Eeeeehh... er, no, I never was much good at impressions, least of all ones of football players. In fact, the slightest mention of footie tends to make me want to go and find something more interesting to do (like peeling the potatoes, or sending out Big Tips badges). However, rumour has it that some people out there actually like this kind of thing. I didn't believe it at first either. So, bearing this in mind, here are some footie-orientated tips from Jason Smallwood.

ELEMENTARY TIPS

- To become a good player it's necessary to get a lot of practice.
- After some practice, try using the back heels and the different kick directions.
- Choose your players manually – changing players is quicker.

ADVANCED TACTICS

These tips show how maximum efficiency can be achieved in different areas.

Taking Centres

1 Either kick the ball hard and straight...
2 ...or tap it down here where hopefully one of the players (A) will be able to get to it.

Auto Goalkeeper

Lobs Press Fire a second or so before the ball would cross the line (if the ball is level with you). Otherwise you'll need to press it a bit earlier. Be prepared for the ball to be deflected off you.

Volleys Press Fire to dive and lay along the ground. (Don't press Fire again or the goalie will stand up and allow the ball to go in.)

ATGK (Along-the-ground kicks) If the ball is level with you, press Fire as it draws near. (You can mistime and get away with it.) If the ball isn't level, follow the same method as the volleys.

Sliding Tackles

To do sliding tackles to gain the ball,wait until the ball is within about a centimetre away (don't worry about the player).

Then press Fire...

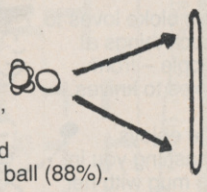
You should then gain the ball. NB Sliding tackles slow you down, so don't mistime them. To gain the ball at the opposition's centre press Fire as soon as the whistle is blown.

Penalties

Method One

If only one kick direction has been chosen, either put full power into the shot (scoring probably about 70%) or lob it in by using about half the power (80%).

Method Two



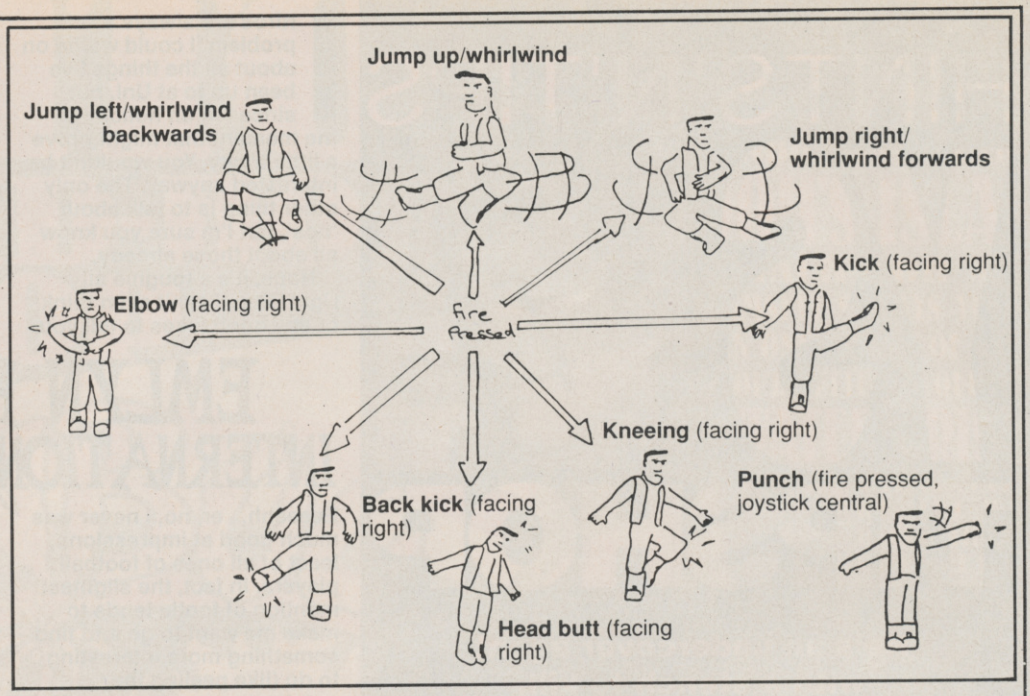
Top View
For kick directions, use full power and angle the ball (88%).

Method Three
Same as Two, except use half the power and lob it (94%).

Thanks, Jason. I'll feed your name into the notoriously stingy *YS* Big Tips Badge Processing Machine, and hopefully you'll get a badge within no time.

TIP O'THE MONTH

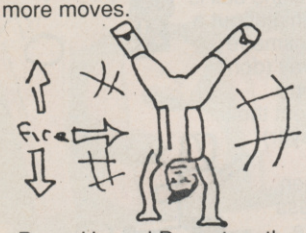
DOUBLE DRAGON II



This is one of those beat-'em-up things, I'm afraid. Still, a tip is a tip, and here's a huge bundle of them from Stephen Hancock.

TIPS

• Don't use joystick, use keys. You'll find you can achieve more moves.



• Press Up and Down together, with either Left and Fire or Right and Fire, and you'll do a cartwheel. This is useful for getting out of tight spots.

HOW MANY HITS NEEDED TO KILL THE ENEMY

Kick – good (two hits needed)
Punch – pretty good (three)
Whirlwind – brilliant (one)
Headbutt – pretty good (three)
Elbow – good (three)
Back-kick – useless (you can't kill them at all)
Kneeing – average (weakens them)

THE ENEMY

This bloke loves to chuck things at people – from boxes to knives.

She enjoys smashing you in the mug with her mace.

This bloke thinks he's hard – he picks you up from the neck and shakes you.

The hard-man with the braces – he just slaps you.

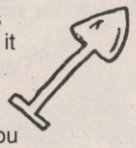
These ones like punching you, so make 'em eat boot!

Willy – he's more violent, but dies easily. Don't try kicking or punching him or he'll fill you with lead, so give him a whirlwind kick.

THE WEAPONS

Knife Good, you can hit the baddies from a distance.

Mace Not bad, but you're usually hit before you can use it.



Spade Good, one or two hits to kill, but lose it before you reach the combine harvester or you won't be able to jump.

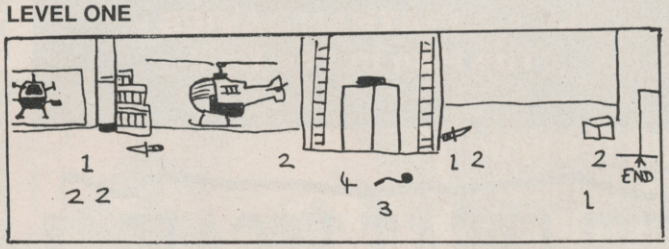
Boxes These will knock down two at once.

Boulder Same as boxes.

Grenade Pick it up, then chuck it because you've only got a few seconds before it goes off.

Log Same as boxes.

LEVEL ONE



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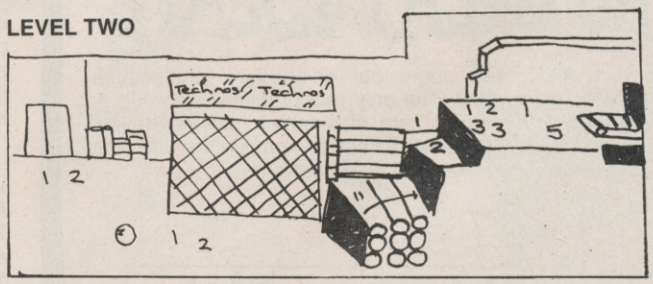

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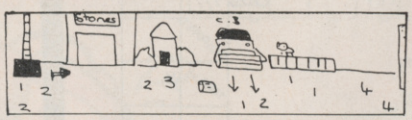

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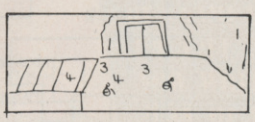

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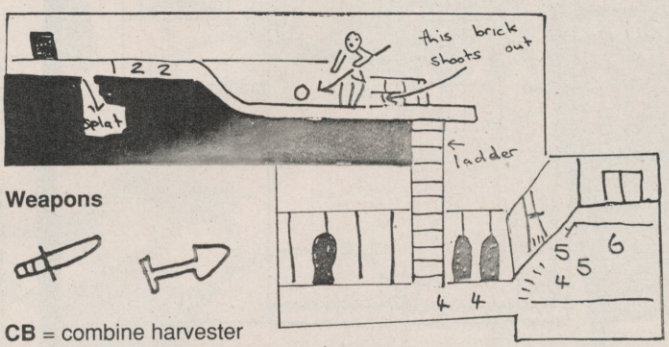
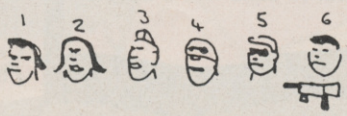


Weapons

CB = combine harvester

KEY (numbers, the enemy)



Well, there we go. Thanks, Stephen. Anyone who's still stuck after that lot must have their joystick plugged in the wrong way round or something.

DR. BERKMANN'S CLINIC

Got a gamesnag? See the specialist!

The Sinclair Spectrum. A computer barely alive. But we can rebuild it. We have the technology...

Actually, it seems to be doing reasonably well without us, which is more than can be said for this lot...

WORLD CHAMPIONSHIP BOXING MANAGER

"If you're so clever with *Football Director*," writes an aggrieved Richard Corden, "what about this notably fab boxing sim? Get your thinking gear around that one, four eyes!" I wouldn't mind, only I don't wear glasses. But, by an amazing coincidence, I had a letter this morning from **Paul Carter** with tips galore, and here are some of the best...

"When offering first contract, bear in mind that you might not get time to get any of your fighters a title shot, so don't put any in. Always get scouts to check opposing fighters so you can plan your boxer's tactics. Jab and Move is a good tactic to start with, especially if the opponent lacks stamina. Due to inputting inaccuracy, adrenalin should be used for cuts, ring work is good for speed, and punchbags are good for accuracy."

Hang on, here are some more tips over the page, this time for *Tracksuit Manager*. Goodies, too.

"The sweeper system is better than offside as long as a fit player is playing the role. When watching your team play, try replacing players who are not passing accurately. And any players who are injured should be substituted to ensure that there's no further injury. Start by playing easy countries (like Greece and Cyprus) to build up morale and try out new players."

Well played, Paul. More tips on these welcome.

GLIDER RIDER

Paul Cheeseman was glued up on this one mighty nastily, as we doctors say. "Does anyone know what the external reactors are," he begged, "and where they are?" **Steven Calvert**, egg of eggs, does. "They're the ball-shaped buildings with three small windows." How to disable the lasers? "Drive into the radiomats," writes Steven, "and while the lasers are scrambled, change into a glider and bomb the reactor. Alternatively, POKE 37441,0 or use the hack in Smash Tips." Oi! This is a hack-free zone! (Is this your car, sonny?) "Oh, and to change into a glider, drive down a hill and flick the controls in the opposite direction. For more info," he ends helpfully, "write to Bug-Byte."

LAST NINJA II

Poor **C*rl J*cks*n** is rather embarrassed about this one. "You may laugh at this, but I can't even get past the second screen – I feel so dumb!" Worry not, and naturally we will respect your desire not to be identified as Carl Jackson (of Milton Keynes, Bucks). Anyway, here's what you do. You begin in the bandstand. Slip behind the curtain, duff up the guardian and punch the little square on the wall. Go back outside and voilà! A trapdoor has opened. Any more probs, Carl, drop us another line.

HAYLP!

Clinicians, your help is needed now!

Rob Young: "In *Snoopy*, what do I do with the rubber ring and pump?"

R Nicks (aged nine): "How do you kill the meganasty at the end of Level One in *Forgotten Worlds*?"

Jenny Argyle: "In *Equinox*, how do you use the computer to teleport once you've got the disk?"

And that's your lot. If you've got a gamesnag, or you can help with one, just write to me at the usual address.

Now, nurse, where were we?

RAINBOW ISLANDS

Personally, I think cutesy games ought to be banned. All those icky little graphics and dinky tunes make me want to express my feelings directly into a bucket. But then, why deprive Matt of his one simple pleasure in life? Here are some cute 'n' cuddly tips from *Johnny Frears* for a particularly offensive little number, *Rainbow Islands*.

Yellow Star Sends loads of little stars flying upwards.
Red Star Sends loads of little stars flying in all directions.
Blue Ring Gives you loads of points for walking.
Waistcoat Makes you indestructible.
Shoe Extra speed.
Jewel Collect the seven different colours for a mega-bonus.
Yellow Potion Speeds up rainbow.
Red Potion Extends rainbow (max three).
Leaf Gives you a fairy that circles around you.
Blue Cross Destroys all aliens.

INSECT ISLAND

Caterpillar Just walks along platforms, and occasionally leaps off.

Bee Flutters about all over the spot.

Hive Falls down the screen, and distributes bees everywhere.

Ladybird Crawls along platforms, then flies after you! (Extremely dangerous.)

Spider Bounces about above you.

Mega Spider A doddle to destroy (providing you're not crap). Just keep out of its way and blast it as it lands.

COMBAT ISLAND

Trucks Trundle along platforms making straight for you.
Tanks Trundle along platforms blasting the occasional shell.
Plane Flies from side to side, dropping bombs on you.
Copter Bounces about.
Cannon Slides along platforms firing cannonballs that fly into the air and disappear.
Man In Box Launches grenade, but doesn't move.
Mega Copter Blast him as he passes overhead, blast him on the ground and then jump onto the higher platform and break rainbows on him.

To get loads of points at the end of each level, build a stairway up into one of the corners, keep Up and Right pressed and press the Fire button quickly.

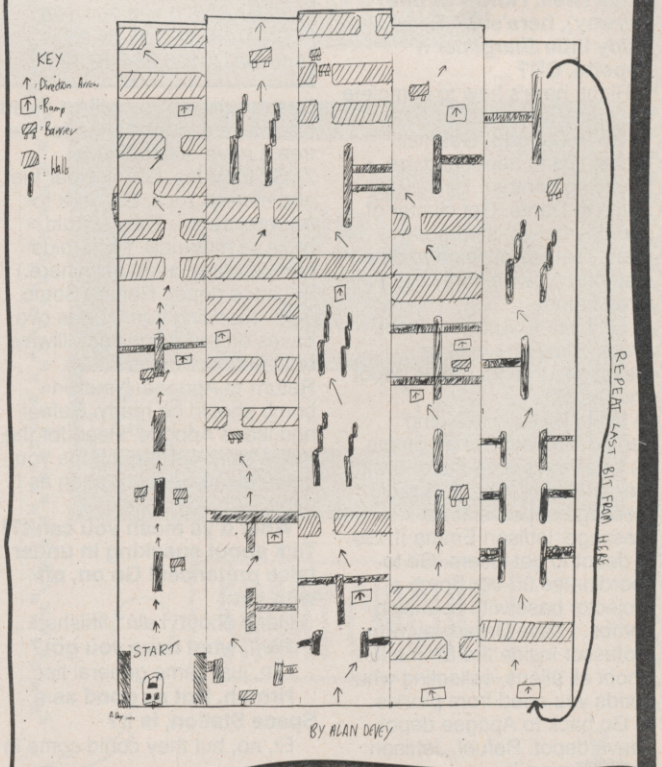
TOYLAND
Here's a diagram...

And here's a badge. Ta, Johnny.

THE RACE

Right, here's **Alan Devey**'s map of *The Race*, which was previewed on a fab Smash Tape a while back. As it's a bit on the scrolly side you'll need to keep one eye on the screen and the other on the map. Alan also sent a stick of chewing gum, which was quite nice except that it made every single tip, and the whole *YS* office in fact, reek of spearmint.

Don't forget though – bribes are always welcome.



FUTURE BIKE SIMULATOR

Can't say I've heard of this one, but just in case you have here are a couple of tiplets from Gerard Sweeny.

Don't bother too much about the power-up option in the shop – it's really just a waste of money as your power goes up when you exit from the shop anyway.

Also, ignore the 'LOAD LEVEL' message. Fast-forward the tape to the level you want (you may have to take the Ear lead out to do this) and play the tape from there.

Jolly good, Gerard. Thanks.

AFTER THE WAR

A-ha, it's Spanish, this is. And pretty tricky as I recall. So who better to give us a some help than, um, Gerard Sweeny (again) – he's found the code for Level Two.

Sure have. It's 94656481.

Brilliant.

STARGLIDER II

And now, for all those 'lost in space' Spec-chums who are growing a tad weary of not being able to find the Egron Space Station to refuel their ships (well, I know of one anyway), here's CR Scott with a tidy little *Starglider II* tippette. CR?

Right, here's how to complete the game (almost)...

1) Go to Castron. Get mini rocket. Go to depot and get bouncing bombs.

2) Go to Dante. Get cluster of nodules (oo-er) then go to Uista. Get Uistan wine and flat diamond (you can only carry three items).

3) Go back to Apogee depot. Press Y-key and wait for messages to end. Leave depot and refuel.

4) Go to Broadway hiding behind Millway. Get all Emma IIs when collecting the one with the professor aboard. A radio message appears. If no message, jettison Emma II. Go to depot to get lasers. Go to coordinates 00-00. Bomb projector base with bouncing bombs. Leave Broadway with professor inside the Emma II. Shoot all aliens, collecting what goods you need from pirates.

5) Go back to Apogee depot. Leave depot. Refuel. Jettison empty Emma II.

6) Go to Enos. Get tree. Go to Castron depot. You will be given Castro bars in exchange for the tree. Leave depot. Refuel.

7) Go to Aldos. Get nuclear fuel and mineral rock. Go back to Apogee depot. They should have all materials. (Asteroids can be transported anywhere.)

8) Leave depot. Refuel. Bomb (with bouncing bombs) the two bases on the moons of Millway, both at coordinates 00-00. Return to Apogee. Neutron bomb should be ready. Refuel and leave Apogee. Head for the moon Near Q-Beta. I hope you can find the Space Station as I can't.

What d'ya mean you can't?! Talk about sneaking in under false pretences! Go on, off with you!

Hang about! I ain't finished...

Well, what have you got?

Um, just some general tips.

Hrmph. Not as good as a Space Station, is it?

Er, no, but they could come in handy...

Oh, all right then. Carry on.

TIPS

- Shoot all aliens, except when refuelling as this will destroy power lines.
- Don't use Stardrive too often as power drainage is very great.
- Shoot all pirate ships – they can steal your cargo.
- Shoot cargo ships on Millway's moons – they leave items.

Mmm. I suppose you'll be wanting a badge now.

Yes please.

I'll think about it.

(Don't be such a grumpy git or I'll fire you. Ed)

Er, have a badge.

NEW ZEALAND STORY

I thought we'd done the cheat for this. Not so, according to Ryan Ingram-Seal, whose very name is excuse enough to print something from him.

I realise that the 'FLUFFY' cheat is a bit old hat, and everyone knows that pressing Enter jumps to the next screen, but did you know that typing 'PHILLIP' on the menu screen gives you a jumbo-sized weapon?

No, actually. Goodbye.

Space

..., apart from being the final frontier and everything, has completely run out. I'll have to chuck out the remaining heap of tips to make way for next month's batch, so don't be scared – make that map, chance upon that cheat mode, er, solicit that solution and send everything to me, Jonathan Davies, at *YS* Tipshop, *Your Sinclair*, 30 Monmouth Street, Bath BA1 2AP. And don't forget – fabulous 'I've Got Big Tips' badges abound for the chosen ones.

PRACTICAL POKES

It was a close-run thing. We wanted him for his POKEs and his teacher wanted him for his A-Level timed essay. JON NORTH is back... and this time he's failing his exams.

This month, I decided to invest in a SoftRom. It gives me total control over the computer for 65 quid and makes hacking simplicity itself. Unfortunately, it was custom-built by one of Graham Mason's mates and you can't get them any more. So instead, you'll just have to make do with this lot...

NEW ZEALAND STORY

Here's a hack to give your little Kiwi infinite lives. It uses a new Speedlock, so get ready – 300 numbers comin' up...

```
10 REM NZS by Jon North
20 CLEAR 32E3:LET T=0
30 FOR F=33E3 TO 33309
40 READ A: POKE F,A
50 LET T=T+(F-32990)*A:
NEXT F
60 IF T<>5186631 THEN
STOP
70 RANDOMIZE USR 33E3
80 DATA 221,42,14,130,237
90 DATA 91,16,130,62,255
100 DATA 55,205,86,5,48
110 DATA 240,243,42,18,130
120 DATA 6,0,126,254,195
130 DATA 32,3,35,35,35
140 DATA 126,254,49,32,23
150 DATA 35,94,35,86,235
160 DATA 94,54,206,35,86
170 DATA 54,129,237,83,217
180 DATA 88,42,18,130,229
190 DATA 195,168,129,14,10
200 DATA 9,126,254,184,40
210 DATA 2,237,66,14,7
220 DATA 9,126,254,205,32
230 DATA 5,14,26,9,24
240 DATA 215,237,66,35,126
250 DATA 254,33,40,3,35
260 DATA 35,35,126,254,49
270 DATA 32,6,14,27,62
280 DATA 244,24,51,14,9
290 DATA 9,126,254,119,32
300 DATA 6,14,25,62,246
310 DATA 24,37,254,134,32
320 DATA 6,14,29,62,244
330 DATA 24,27,254,170,32
340 DATA 5,14,9,9,24
350 DATA 160,254,146,32,6
360 DATA 14,28,62,245,24
370 DATA 8,254,194,32,87
380 DATA 14,11,62,249,42
390 DATA 18,130,17,222,88
400 DATA 213,8,126,254,195
410 DATA 32,6,175,18,19
420 DATA 35,35,35,8,237
430 DATA 176,35,35,35,34
440 DATA 217,88,33,174,129
450 DATA 14,5,50,175,129
460 DATA 237,176,58,20,130
470 DATA 237,79,201,32,0
480 DATA 195,179,129,237,95
490 DATA 7,214,8,15,50
500 DATA 20,130,42,217,88
510 DATA 34,18,130,195,252
520 DATA 128,83,178,136,164
530 DATA 132,99,96,94,106
540 DATA 237,95,7,214,6
550 DATA 24,227,33,201,251
560 DATA 94,35,86,235,229
570 DATA 1,182,0,237,66
580 DATA 17,128,251,78,115
590 DATA 35,70,114,237,67
600 DATA 12,130,42,21,130
610 DATA 34,9,130,33,4
620 DATA 130,1,10,0,237
630 DATA 176,33,23,130,14
640 DATA 65,237,176,201,17
650 DATA 138,251,237,83,0
660 DATA 0,195,0,0,28
670 DATA 237,205,17,124,237
680 DATA 46,81,254,175,50
690 DATA 59,198,195,192,93
```

DARIUS +

I think that this is the first hack for an Edge game since *Fairlight* – it's the first one that doesn't have the Alkatrazz protection system on it anyway. Here's an infy lives jobbie...

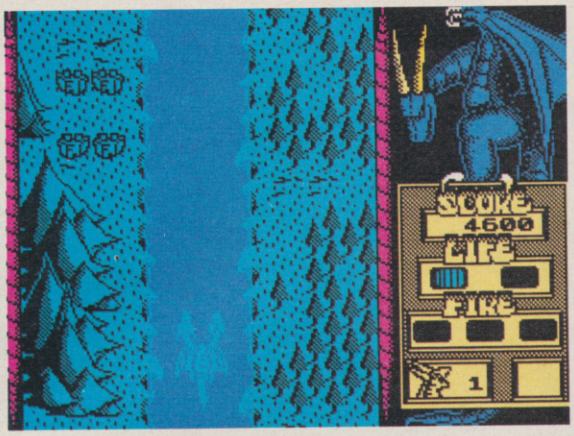
```
10 REM Darius by Jon North
20 CLEAR 63999
30 FOR F=6E4 TO 60031
40 READ A: POKE F,A: NEXT
F
50 RANDOMIZE USR 6E4
60 DATA 221,33,203,92,17
70 DATA 29,2,62,255,55
80 DATA 205,86,5,48,241
90 DATA 33,120,234,34,212
100 DATA 93,195,142,93,62
110 DATA 24,50,52,130,195
120 DATA 4,188
```

BUENOS NOCHES!

Come on, you lot – the mailbag was so empty this month I had to do it all myself! So go and read this month's *How 2 Hack*, have a bit of fun with it, and send your results to me, Jon North, at PP, *YS*, 30 Monmouth Street, Bath BA1 2AP. See ya!

shoot 'em up

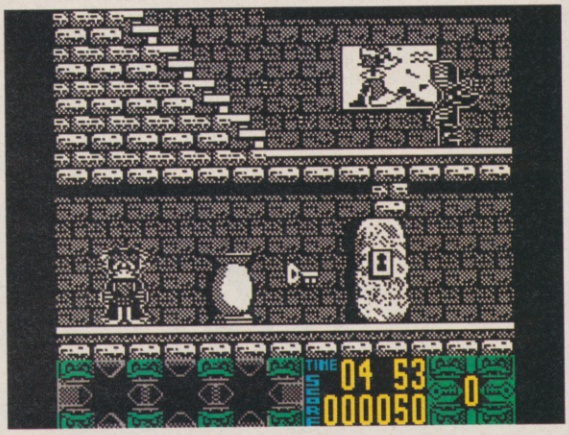
NOURISHING TIPS



DRAGON SPIRIT

arcade adventure

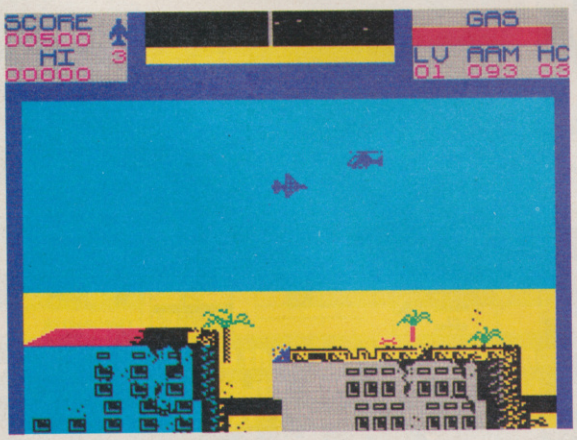
NOURISHING TIPS



COUNT DUCKULA

shoot 'em up

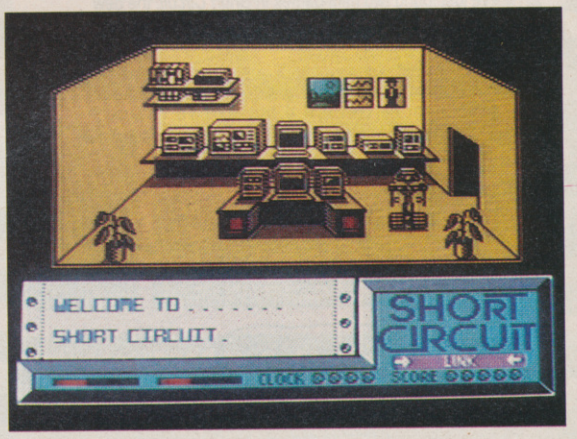
NOURISHING TIPS



FALCON PATROL II

arcade adventure

NOURISHING TIPS



SHORT CIRCUIT

Count Duckula
by **Paul Luby**

Here's something pretty wacky I've just discovered – just press down all the keys on the keyboard and the '*Count Duckula*' title changes to '*The Revenge Of The Banana Milk*'. When you start the game, the main character, Duckula, has changed into a Banana Milk Bottle! Also, once you've picked up one key you can walk through all the doors without needing any more. I know it sounds daft but it works.

Dragon Spirit
by **Peter Munday**

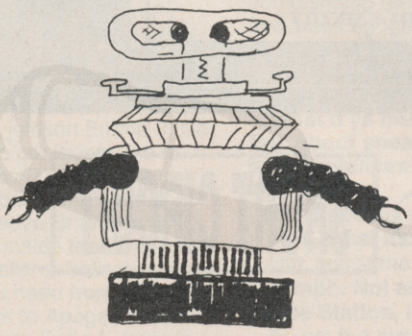
Here's a handy-dandy tip for using the power tokens. Most of them are worth getting apart from three. The three cabbages are...
1) Fire Power
2) Evil Power
3) Shrink Dragon
Fire Power gives you an impressive amount of power, but it's too slow and does not kill enough bad guys. It's a quick way to lose a life. The Evil Power isn't worth getting as it makes the bad guys more evil, and the Shrink Dragon is annoying because a) you lose all your heads and b) you lose any special fire power you may have.

Short Circuit
by **Andrew Young**

I've just found two mini-games in *Short Circuit*, the new budget re-release. To play them, follow the info below.

Fruit Machine
R, load programs, search drawer unit, get blue card, l, search palm, get coin, d, d, d, use blue card, go through door and use it again, r, u, r, load programs, l, use coin at desk.

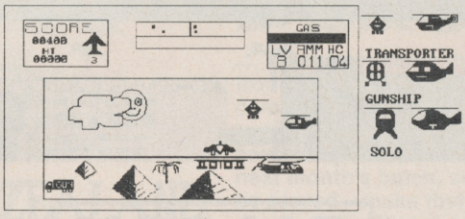
Space Invaders
Follow info above, then search desk, get 10p, d, l, l, u, drop blue card in sink, u, search desk, get red card, d, d, r, u, u, r, r, use card, go through door, use card again, d, d, r, u, use 10p at desk.



Falcon Patrol II
by **Christian Van Tilburg**

Falcon Patrol 2
A Complete Tips From the FLY BOYS.

CJ AND MONTY!



The easy way to kill radar disrupters and cannons..
1. Press the direction you wish to fly.
2. Then tap the up once you will be able to fly along the ground.
3. Fire forwards to kill the problem. eg:-

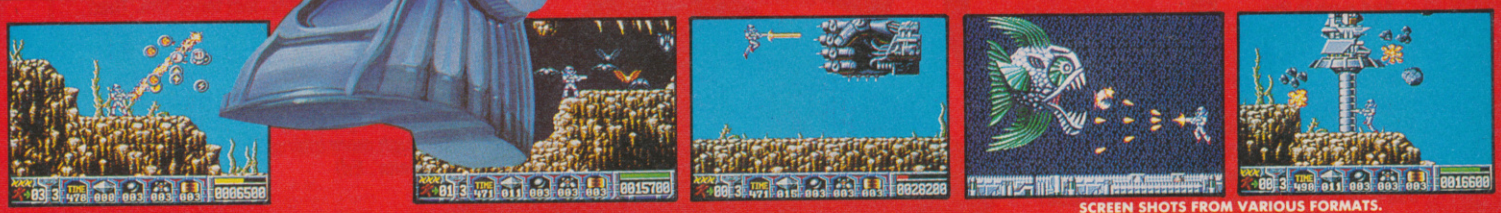
YOUR STRUGGLE... GIGANTIC, YOUR FIREPOWER... GARGANTUAN, YOUR FAILURE ...GENOCIDE !!

ONCE YOU HAVE FACED THE ALIEN HORDES OF ALPHA CENTAURI IN ...

X-OUT

YOU MAY JUST BE READY TO CONFRONT THE FEARS & NIGHTMARES OF ALL MANKIND...

TURRICAN



SCREEN SHOTS FROM VARIOUS FORMATS.

Legend tells of the evil three headed Morgul and his power over the fears and nightmares of darkness itself ... it also tells of his death. But nightmares have returned to cloud man's existence and once again fear reigns. Morgul is back! It is only you who can repel this darkness, it is only you who has the courage and the firepower to combat this evil .....

- *13 levels with over 1300 screens.*
- *10 hi-tech weapons systems – blasters, powerlines, controlled flashes etc.*
- *Multi-directional scrolling (CBM 64 – 8 directions) at 50 frames a second.*
- *Countless bonus features and extra levels – secret rooms, black tunnels, pipeline systems etc.*
- *Brilliant special effects – thunder, storms, waterfalls etc.*
- *50 different aliens some to full screen depth.*
- *Continue mode and hi-score list.*
- *Up to 3 way parallax scrolling.*
- *Up to 30 different sound effects*.*
- *Up to 20 different tunes*.*

*(*Amiga version)*

THE DEFINITIVE SCIENCE FICTION SHOOT 'EM UP

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"An absolutely awesome experience. You won't be able to put it down. A masterpiece of graphic genius. Absolutely Brilliant." ZZAP

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"The best C64 game of this year." C & VG

C+VG HIT! 93%

Rainbow Arts

AMIGA – £24.99
CBM 64 & AMSTRAD – £14.99 disk, £9.99 tape
SPECTRUM – £12.99 disk, £9.99 tape

Sketty Close, Brackmills Business Park, Northampton NN4 0PL.

Delta CHARGE!

Thalamus/£9.99 cass

Davey Look here, I'm going to tell you about a really exciting game. You pilot a spanking little space fighter on a mission to protect Terra (that's Earth to us, Spec-chums) from oodles and oodles of nasty aliens. Blimey! Sounds thrilling, eh? And it is! Guess what it's called? Yes... *R-Type*! (Ho ho.)

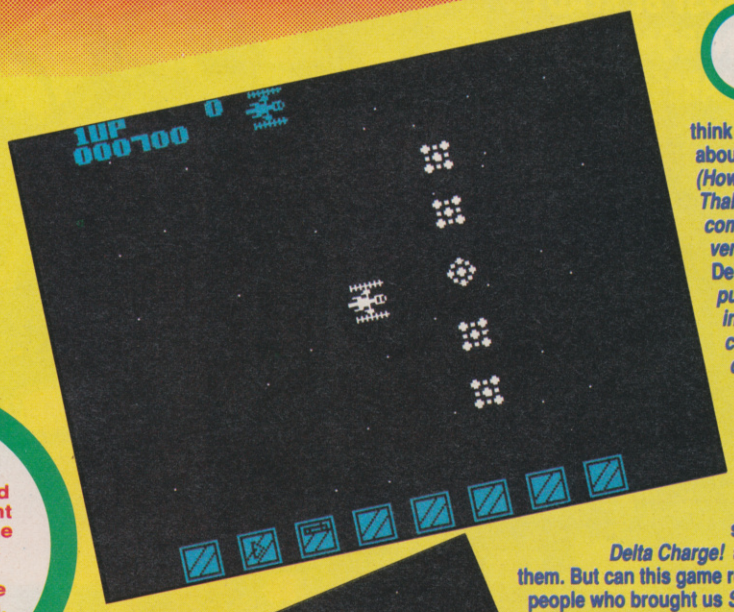
Now let me tell you about this other game. You pilot a spanking little space fighter against oodles and oodles of different aliens (in this case the rather oddly-named Hsiffian Khanates!). Sounds equally thrilling, doesn't it? Well, I'm afraid it's not. It's actually a little bit useless. I mean, let's be frank, you can jolly well have as many weird 'alien names' as you like, but if at the end of the day you can't disguise the fact that the aliens they refer to are just squidgie little white circular thingies then you 'ain't got diddly squat'.

And such is the stuff of which Thalamus newie *Delta Charge!* is made. It's a horizontally-scrolling shoot-'em-up in glorious monocolour which lets you join the Damocles squadron (Damocles? Now that'd be a great game, ho ho!) in your battle against the 'Hsiffies', as I like to call them. A particularly thrilling battle, this one, because in it you not only encounter packets of these Polo mint lookalikes, you also come across hosts of flying crates (you'll be able to recognise these because they're the squidgie white little square-shaped thingies). Shoot lots of bad guys and you'll earn enough credits to turn a couple of these crates into extra weapons (otherwise they're just spaceship-smashing obstacles for you to avoid!). Sounds spiffing so far, doesn't it? (I don't think.)

So what else is there? Well, there are seven different power-ups to collect for a start, including the usual shield, multiple fire and extra ammo icons, and not forgetting of course the, er, 'fish weapons from the Planet Slot' (it sez here!). You can also get extra speed power-ups (which, considering the rate at which your spaceship moves, will probably prove a huge asset). And, um, that's about it. I can't really think of anything else to write about this game actually. *(How about the fact that Thalamus didn't commission this Speccy version of its old C64 game Delta at all, but has just published something an independent programmer called Jason McGann came up with off his own bat? Ed)* Oh, well yes, there is that.

Look, maybe I'm just getting a bit grouchy in my old age. Perhaps some people could squeeze some fun out of *Delta Charge!* and the best of luck to them. But can this game really be from the same people who brought us *Sanxion*? (I mean, okay, *Sanxion* wasn't graphically brilliant either, but it did well in the gameplay stakes, something conspicuously absent in *Delta Charge!*). The way I see it, there are a hundred and one shoot-'em-ups out there that are miles better than this one, and seeing this released really is a significant step backwards for Speccy technology. Come back *DNA Warrior*, all is forgiven! (Well, almost all.)

Now if you don't mind I'd rather talk about some more interesting things called 'Delta'. Hmmmm, let me see. Tonight on Sky Movies (as I write this back towards the end of April) we've got that crap film *Delta Force* with a very old Lee Marvin as an American commando rescuing hostages from a hijacked plane in Beirut (sadly the reverse of real life events, fact fans). Um. Then there's my full-sized pinball machine which I've got in my bedroom, the Bally 'Delta Queen'. Oh, and there's the Mississippi river delta down New Orleans way, home of crawfish gumbo and serious boogie-woogie music, and... *(That's enough more interesting things called 'Delta'. Ed)*



Eek! Your little ship is about as fast as a very tired snail, so this 'giant spinning Catherine Wheel' thingie is bound to get you! (Nothing like a bit of defeatism, eh, Spec-chums!?)

Phew. Space wars were never so frightening. Quiver as you encouter hosts of sort of white circular things. (Yawn.)

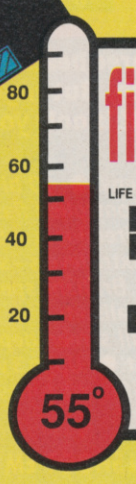
Oh no! It's a squadron of white squares! Perhaps one will contain a 'fish weapon from the planet Zlot'!

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
50°	56°	60°

DIAGNOSIS *Delta Charge* – the game that makes *DNA Warrior* look like *R-Type*! (ie it's a bit crap.)

INSTANT APPEAL 55°



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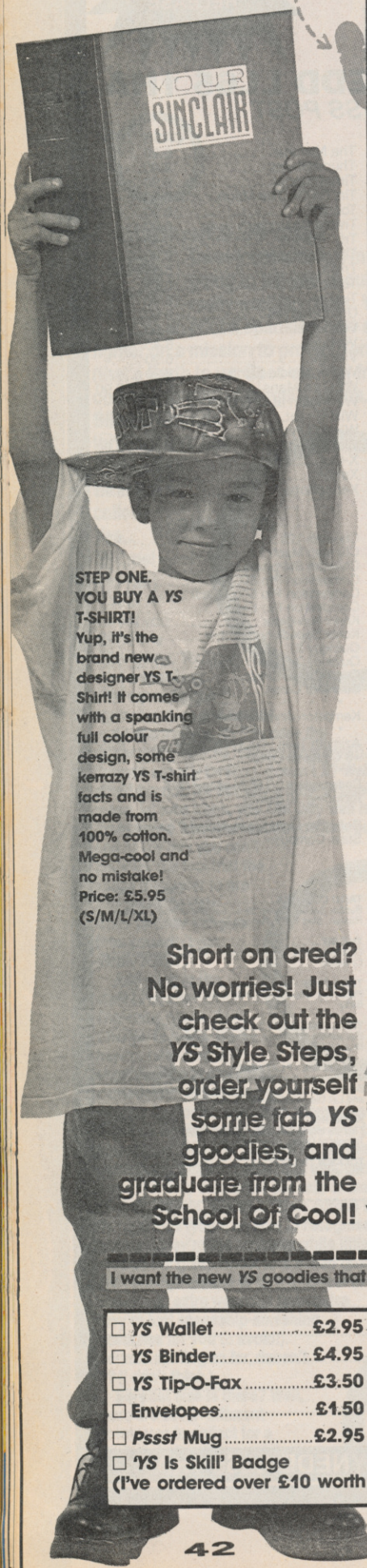
Nine Steps In The Right Direction!



STEP ONE. YOU BUY A *YS* T-SHIRT!
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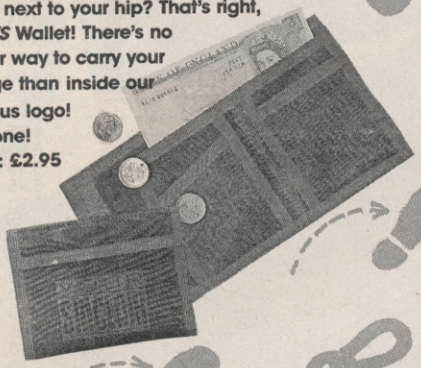

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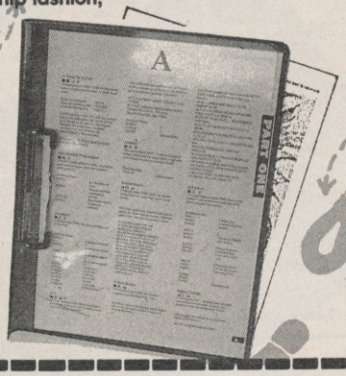

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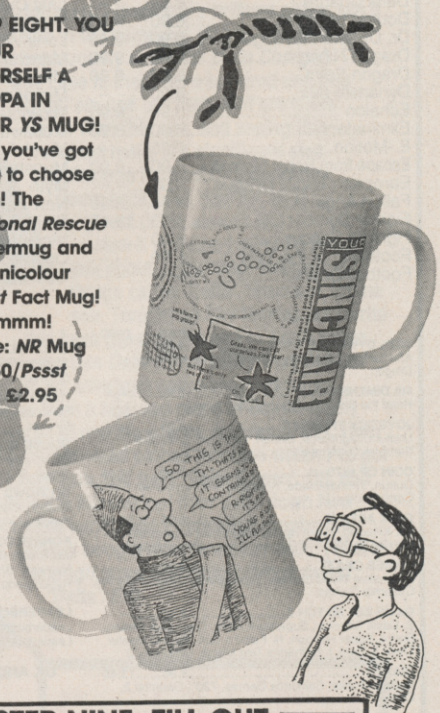

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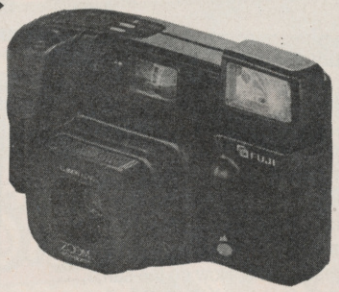

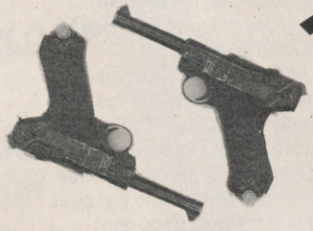

PLUS 20 COPIES OF SLY SPY SECRET AGENT!

IT'S A MUST!!

Who's the cat that won't cop out when there's danger all about?
Well, if you've been reading this issue you should have a pretty good idea! It's *Sly Spy Secret Agent*, that's who! He's the chap who's more like James Bond than James Bond himself, and stars in Ocean's latest Speccy full-pricer – a sure-fire hit if ever we saw one! Check out the Megapreview on page 18 if you don't know what we're talking about, then rush straight back here (don't linger mind!) and we'll tell you all about the compo.

You say these prizes are pretty bad?
Shut your mouth! They're nothing of the sort! For starters we've got the Fuji 'DL800' Zoom 35mm Compact Camera. It's a neat little sausage, coming complete with 40-80mm motorised zoom lens with macro facility, auto focus and auto exposure. And there's more! How does motorised film loading grab you? It's got a built-in sensor flash, self timer and DX automatic film speed setting too – whatever that is! In fact, it's just the sort of thing *Sly Spy* himself might take on a mission with him for a few top secret spy-type snaps (if he wasn't too busy saving the earth, that is)!

Twenty runners up shouldn't be disappointed though – they each get their very own copy of *Sly Spy Secret Agent* to play in the privacy of their own homes! Hurrah!

It's a complicated competition and no one understands it (including us)...
Well, that's not quite true. In fact, we understand it perfectly, and so should you – it's easy as pie. At the top of the page you'll see some photos of a few pretty mean-looking chappies. They're just the sort of people Sly Spy would go up against, or at least he would if James Bond hadn't already had a crack at them (in a series of pretty successful films in fact). What we want you to do is simple – just name the Bond movie each of these villains came from.

For instance, if you think villain A was to be seen in *Live And Let Die*, put *Live And Let Die* in the space on the form. (You'd be wrong, but put it there anyway.) Now just add your name and address, cut out the coupon, stick it on the back of a post card or envelope and send it off, using Her Majesty's Royal Mail Service, to *In Two Minutes The Missiles Will Strike And The World Will Be Plunged Into World War Three, Mr Bond. And There's Nothing You Can Do To Stop It (Heh Heh)!* Compo, *Your Sinclair*, 30 Monmouth Street, Bath BA1 2AP. And don't forget the closing date, Spec-chums! It's June 30th!

RULES

- Agents of Future Publishing or Ocean Software will have the living daylights scared out of them if they try to enter this compo!
- Diamonds might be forever, but this compo ain't! All cypher messages, secret codes and political bags (and we don't mean our dear old PM) must be received by June 30th (or they'll self destruct).
- Matt's the man with the golden shredder machine, and he's got a licence to bin your entry if he feels like it, so no messing with what he says!

Hmm. Bit of a guess some of these, but I reckon...

Baddie A was in .....

Baddie B was in .....

Baddie C was in .....

And Baddie D was in .....

And there you have it!

Name .....

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HOW 2 HACK

After about five years hacking his way into just about every Speccy game going, JON NORTH (aka The Axxman and numerous other aliases) has decided to come clean and tell the world how it's done. Apparently it's been causing quite a stir in hacking circles! Take it away, Jon...

Hi, welcome to the start of our (sort of) limited series on the fine art of hacking. Over the next few months I'll be showing you how to hack infinite lives and energy out of almost any game you could mention and also how to crack just about every protection system. Phew!

We're going to do it in a series of lessons, with each one covering a different aspect of the noble art, and lots of examples cropping up along the way to give some practical demonstrations. Hopefully you'll be able to follow it! Generally the plan is to keep things as simple as possible. You won't need an in-depth knowledge of Machine Code to cope, although a working grasp of it would be very useful – try a book like Spectrum Machine Language For The Absolute Beginner from Melbourne House (though you may find it difficult to get hold of – Virgin Games, who now own that label, certainly don't have any in stock or any ideas about where to get hold of a copy). You'll also need a good idea of how hexadecimal works. I'll be concentrating mainly on old *YS* Smash Tape games, so hopefully you won't have to shell out too much on new games to join in. With a bit of luck not too many of you will get totally lost along the way, but we shall see.

What you need

First and foremost, you'll need a disassembler, preferably one which you can load anywhere. HiSoft's Devpac springs to mind, but there are plenty of others – check out the small adds in the On Spec classifieds section at the back of the magazine. If you want to find pokes for protected games before I've gone through the protection system you'll also need a Multiface with the Genie disassembler program (available from Romantic Robot – see the contact box at the end of the page). Finally, and most importantly, you'll need (a lot of) time, determination and patience. You won't find pokes within a second of looking for them – not yet anyway.

How to Hack

There are three ways of hacking out an infinite lives poke – they're known as working forwards, working backwards and not working at all! This month we'll look at working forwards – the other two next issue (with luck).

Working Forwards

First of all, find the number of lives you're given (say, five). Your disassembler should have a Find or Search option, so use that to look in the code for the sequence 3E 05 3D (where 05 is the number of lives). This is hex for the machine code instruction LD A, 05 which is similar to the Basic command LET a=5. The 3D is the code for instruction LD (address), A. The brackets signify PEEK, so this instruction corresponds to Basic's POKE address, a. Write down all the addresses you find. Now do the same, but using lives+1 and lives-1. For example, if you have five lives look for 3E 04 3D and 3E 06 3D.

Now for the trial and error part – the most time-consuming bit. For this you'll ideally need a Multiface. POKE each value of five you've found, one by one, with a different value, say two or three. Eventually you'll find the one that gives you two or three lives. If you don't have any success, try repeating the whole procedure, but this time looking for number of lives + or – 1, ie search for four and six. You should now have found the 'number of lives' POKE. Make a note of the address it's put into. For instance, if the instruction after LD A,05 was LD (5B3A),A then the address you need to know is 5B3A. This is called the 'lives store', and is what you need to look for next. Search for 21 address or 3A address. Note that the address should be entered starting with the second two digits, then the first two. In this example, search for 21 3A 5B or 3A 3A 5B. Note down every value you find, then disassemble them.

For every 21 you check, the instruction you want to find is DEC (HL). DEC implies 'subtract 1', and '(HL)' signifies PEEK HL, ie POKE HL, PEEK HL-1. Note the addresses of every one you find. Similarly, when you check 3A, look for DEC A and SUB n, where n is a number between 1 and 255 (but usually between 1 and 20). 3A is code for LD A, (address). After the DEC A or SUB n you should find LD (address), A where the address is the lives store. If not, you can ignore the DEC or SUB because they have no effect. If you find several of DEC A, DEC (HL) or SUB n instructions, jot them all down. They will be for loss of life at different points in the game. For instance one may be for Level One and another for Level Two.

Now for the good bit – POKE all the addresses you've written down for DEC (HL) or DEC A with 0. POKE any SUB n's you've found to read SUB 0 (POKE the address after the SUB instruction with 0), then play the game. Infinite lives should be yours. Note that when you try the game with the POKEs in place you may get just one life before the 'Game Over' message. If this happens, just replace all the POKEs with 182 for DEC (HL) and 183 for DEC A. This is code for OR (HL) and OR A. I'm not sure why this happens, but it isn't important. (It's to do with flags. Smart-Alec Jonathan)

Example
A Nightmare On Robinson Street (YS Smash Tape 27, Issue 50)

You get 50 life points at the start of the game, so search for 32 32 3A (3A being the hex for 50). There are two, one at C2E1 and the other at C322. The one at C322 does nothing, the other gives 'x' amount of life points. The instruction after the one at C2E1 is LD (D310), A so you know that the lives are stored at D310. Now look for 3A 10 D3. There are four – at C3B0, D00D, D3E6 and DB47. The code at C3B0 reads...

LD A, (D310) (A is the value in the lives store)
CP 0 (Compare with 0)
JP Z, DE4B (If it is, Jump to address DE4B. This is the same as GOTO)

There are no DEC A's here, so ignore it. The code at D00D reads...

LD A, (D310) (A is the value in the lives store)
CP 0 (Compare with 0)
RET Z (RETurn if it is. This is similar to RETURN in Basic)
DEC A (Aha!)
LD (D310), A (Put the new value back in the lives store)
RET (And return)

You should POKE the DEC A with 0. The address is D013. The code at D3E6 is...

LD A, (D310) (A is the value in the lives store)
LD E, 0A (LET e=10)
LD D, 30 (LET d=48)
SUB E (LET a=a-e)
JR C, D3F4 (Jump forward if less than 0)
INC D (LET d=d+1)
JP D3ED (GOTO address D3ED)

This does nothing. Although there is a SUB E here, it is not put back into the lives store and can be ignored. And the code at DB47...

LD A, (D310) (A is the value in the lives store)
SUB 4 (SUBtract 4)
LD (D310), A (Put the new value back in the lives store)
JP NC, DB37 (Jump to DB37 if greater than 0)
XOR A (Otherwise A=0)
LD (D310), A (Put 0 in the lives store)
JP DB37 (And jump to DB37)

The SUB 4 should be POKEd to read SUB 0. The SUB instruction is at DB4A, but the 4, which you want to change, is one after this, ie DB4B. So for infinite lives, POKE D013, 0 0. And there you have it!

Whew! Still with us? Good. (It's quite heavy going, isn't it?) Still, that lot should keep you out of trouble for a month or two.

More next ish, with Working Backwards and 'Not Working At All' (Multiface hacks). In the meantime, if you've got any questions, write to me, Jon North at How 2 Hack, YS, 30 MonmouthStreet, Bath, Avon BA1 2AP. And remember – if it loads, hack it!

FAX BOX

ROMANTIC ROBOT (Multifaces, Genie disassembler program etc)
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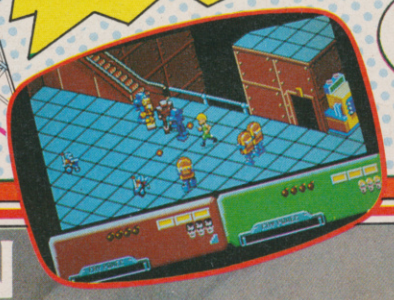

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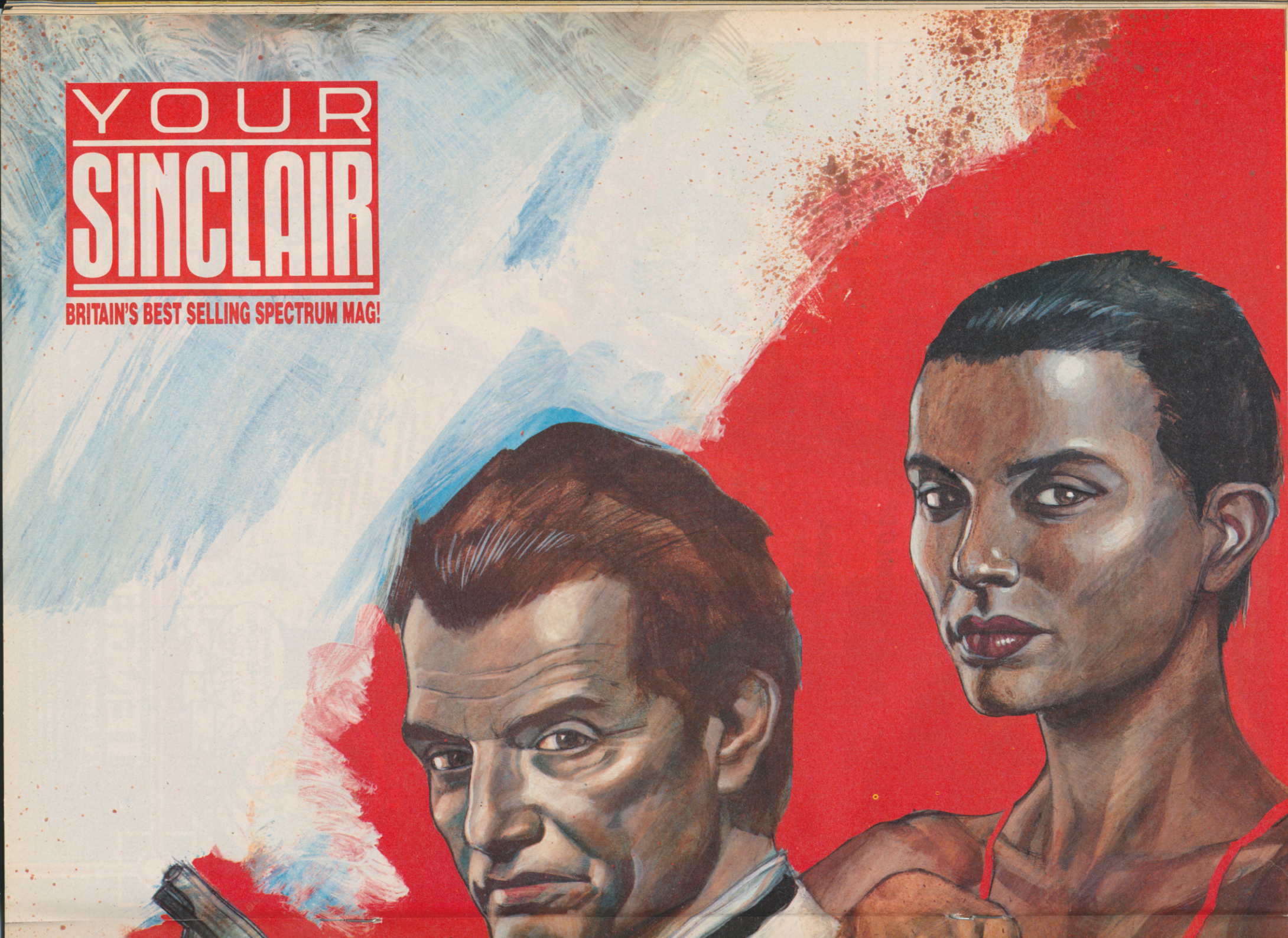

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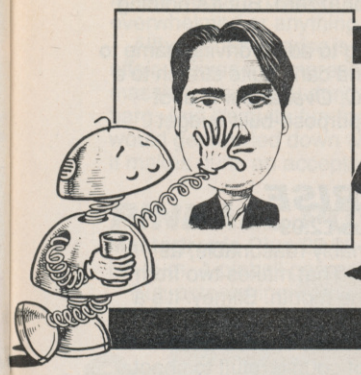
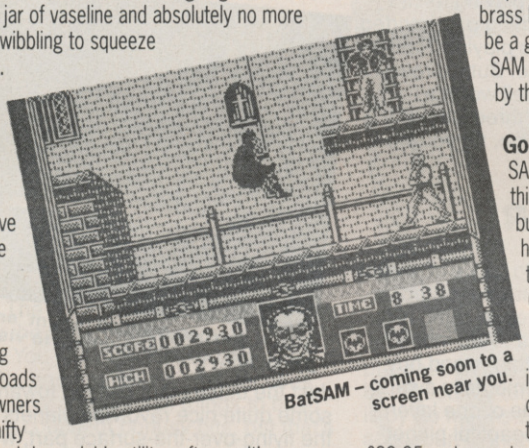


ROBIN ALWAY SAM Surgeon

Welcome my fellow Coupéarians to SAM Surgeon, the page in *YS* about the SAM Coupé that people in the know are calling "the page in *YS* about the SAM Coupé" (erm, amongst other things). Instead of getting in some much deserved laurel-resting after the first triumphant instalment last month, I've whipped my crack team of industry moles into line, told them to stop chasing slugs and digging up lawns and get to work uncovering SAM information for your delectation. And it's pretty comforting to see the amount of stuff that's been found, bearing in mind the Coupé's only been around for a few months. In fact it's going to take a shoe horn, a jar of vaseline and absolutely no more introductory wibbling to squeeze everything in.

Look And Lerm

Lerm Software might not have a profile quite as high as Ocean or US Gold but it's made life-long friends with loads of Speccy owners thanks to a nifty line in solid and dependable utility software. It's now turning its attention to the Coupé with two impressive pieces of SAM-specific software.



BatSAM – coming soon to a screen near you.

Impressive piece of software number one is *SAMTAPE*, a package of two programs designed to transfer all that lo-tech Speccy software you've got onto shiny new Coupé disks. Apparently it can make your SAM think it's a Speccy with a Multiface and allows you to stop progs in their tracks with the NMI button and then insert POKEs, save to disk and generally mess about. Not only that but it can also convert the SAM keyboard into an exact replica of the Spectrum's. That's in spirit only of course (you don't have to put up with rubber keys or anything) but all your old favourites like Extended Mode are lovingly recreated in the same positions as the original – which I'm told is jolly useful for loading, using and transfering any Speccy Basic progs or utilities.

The other SAM specific offering from Lerm is *SAM ASSEMBLER*, an easy-to-use, erm, assembler based on its much-acclaimed-in-assembler-circles *Z80 TOOLKIT* program. All the usual complicated-sounding features you'd expect to find like the unforgettable Block Delete, the incomparable hex/decimal/binary input formats and everyone's favourite, Line Renumber, are included, and naturally it all comes complete with a comprehensive manual.

Both *SAMTAPE* and *ASSEMBLER* look like being major contributions to SAM software and cost a pitiful and decidedly miserly £8.99 from 11 Beaconsfield Close, Whitley Bay, Tyne and Wear NE25 9UW. Bung an sae to them for more details.

Camberwick SAM

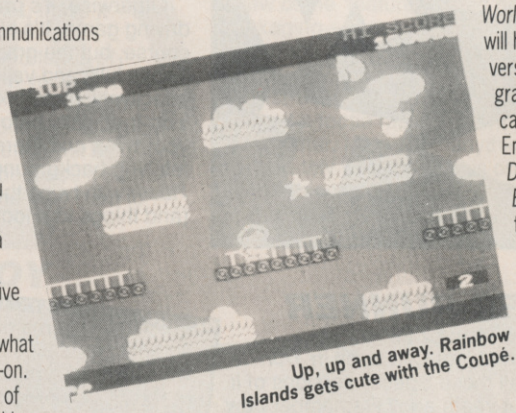
As well as being Independence Day in Burkina Faso, the birthday of Tight Fit's lead singer and a hundred other crap things they always tell you in diaries, June 10th also sees the start of the third All Formats Computer Fair which takes place in the plush Royal Horticultural Halls in London. I mention it because there's going to be a Coupé Village there. Whether this means it'll have a pub, a little corner shop and a local brass band I don't know but it's sure to be a good place to stock up on all the SAM booty that's sure to be available by then. It'll cost you £3 to get in.

Good 'n' Hard

SAM specific software is relatively thin on the ground at the moment but when it comes to 'ware of the hard variety there's more on offer than even the well equipped Coupé's got ports for.

MGT has stacks of the stuff on offer. For starters there's the incredibly chique-looking Coupé disk drive which slots oh-so-trendily under the computer, costs £89.95 and was given a good going over in *Rage Hard* a few YS's back.

Next, there's the SAM Communications Interface which is a combined parallel and serial interface in a nice neat box for £29.95, and the evocatively entitled External Drive Interface which lets you hook up any old disk drive to your SAM and also includes a parallel interface for good measure. This also sells for five pence short of 30 quid.



Up, up and away. Rainbow Islands gets cute with the Coupé.

And lastly there's the um, what was it, oh yeah, memory add-on. This is another rippling 256K of memory for people who like things big (oo-er).

All the firm, solid and decidedly unsoft items above are available from MGT, Lakeside Phoenix Way, Swansea SA7 9EH. Ring 0792 791100 for more details.

Titbits

More news on MGT. Its got together with Ocean and US Gold to bring SAM compatible versions of some of their recent big-hit games into the shops. Hurrah! They should be hitting the shelves as you read this. These won't be special SAM versions using the full graphics and memory abilities of the new machine, but they will load without you needing the Speccy emulation program. The games, as we go to press, will be *Batman The Movie*, *Robocop*, *Rainbow Islands*, *Strider*, *Black Tiger* and *E-Motion*. They'll be packaged in the normal Ocean/US Gold style, marked 'SAM Coupé' and sold at the usual 8-bit price (ie just under a tenner)... Leisuresoft and Centresoft (the two biggest games distributers) are now distributing the SAM Coupé, and one shop intending to stock it is John Menzies. The bad news though is that they'll no longer be selling the Speccy, apparently because of a bit of a fall-out with Amstrad... *Gazza's Super Soccer*, *Fantasy World Dizzy*, *Tracksuit Manager* and *Delta Charge!* (reviewed this issue) are all guaranteed to work with the SAM Coupé... Tasman has completed a *Tasword 2* version that's SAM compatible and will be selling it at £19.99 any time now... Three Interceptor budget games, *The Race*, *Super Soccer* and *3D Snooker*, will shortly be available in SAM format, apparently utilising the full memory and graphics capability of our blue-footed chum. They'll be available at £2.99 and reviewed next issue (with luck)... Scetlander, the marketing arm of the Scottish Council For Educational Technology, will be selling its *Hooray For Henrietta* learning skills program in SAM format... Rickitt, a big educational distributer, will be doing the same with their *Puncman* punctuation program, *Spanish Gold* computer storybook and *Granny's Garden* adventure game for the 6-10s... Goliath's *World Boxing Manager* will have a SAM version utilising full graphics and sound capabilities, as will Enigma Variations' *Defenders Of The Earth* (reviewed this ish)... Anco is promising us a Coupé *Kick Off* version soon, and it looks as though *Football Manager II* is fast approaching Coupesville too.... And finally, back to MGT. It reckons it's now got the final version of the SAM ROM and DOS up and running, and most Coupé owners will have received it by the time you read this. Magnifico!

Away, Coupé!

Well that's your lot for this month. Remember, I'm after everything and anything in least bit SAMish, the smallest tad Coupéesque so whop it in an envelope and send it to me, Robin Alway, at SAM Surgeon, *Your Sinclair*, 30 Monmouth Street, Bath. BA1 2AP. Bye!

It's time to tiptoe down those creaky old stairs again, folks. JONATHAN DAVIES leads the way...

BARGAIN BASEMENT

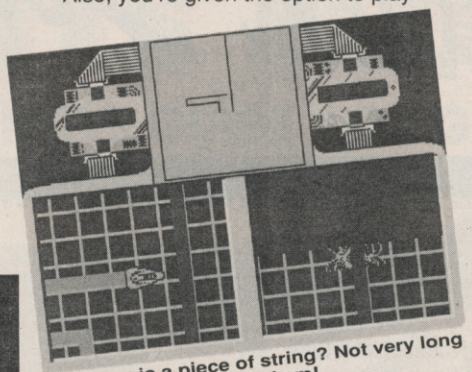
RASTER-RUNNER

Mastertronic Plus/£2.99

Remember the Light Cycles bit in *Tron*? Remember all those Speccy versions of it that came out years ago? Remember how simple but terribly addictive they all were (most of them, anyway)? Well, here's another one. And, what's more, it's completely brilliant!

The idea's simple enough. You control a little wiggly line, and another player controls another little wiggly line. You've got to make your line as long as possible without crashing into anything. Boring, eh? Not at all. There are piles of different strategies, and *Raster-Runner* incorporates a few new ideas too. First of all, as well as seeing the whole playing area at the top of the screen complete with wiggly lines and not much else, each player gets a scrolling close-up. For added excitement, try sellotaping a bit of loo-roll or something over the main window. This means that split-second decisions need to be made because you're never quite sure what's going to scroll on next.

Also, you're given the option to play



How long is a piece of string? Not very long when you're as crap as I am!

against the computer. There are three difficulty levels, all of which are completely impossible (of course). And finally, pressing Fire makes you invincible for a few seconds. This is for emergency use only, as you can only do it a couple of times.

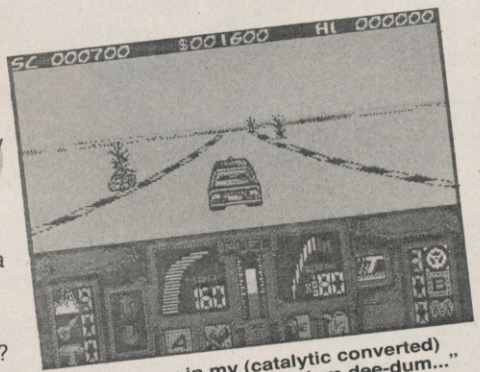
Spookily, I couldn't stop playing it – it's just so good. In fact, I'm typing one-handed at the moment. The other's playing *Raster-Runner*. Actually that's a lie. But it's really, really good anyway, and well worth a week's pocket money. (Or three weeks' if your dad's anything like mine. Or you work for *YS*.)

OVERLANDER

Encore/£2.99

This month's budget driving game is, would you believe, a re-release. It's promoted as "the first game to enable you to climb hills and drive down into valleys". And indeed it does. You can also shoot things and buy add-ons. It's even 'environmentally aware' – the plot's all to do with the ozone layer and our 'once green and beautiful planet'. What more could you want?

Otherwise, it's pretty much a standard driving game. It's all monochrome, of course, but the graphics are all very nice. Those hills and valleys undulate pretty effectively, motorbikes weave from side to side frantically before disappearing under your tyres and there are some quite fetching backgrounds. It's a bit like *Enduro Racer* with twice the number of wheels (and things to shoot). But it's not quite as



"Riding along in my (catalytic converted) automobile, dee-dum dee-dum dee-dum..."

playable as the old biking classic – the controls don't seem to respond quite as realistically, and the skidding-round-corners is a bit questionable. Oh, and the shooting can be a little haphazzard. But it's nothing to worry about.

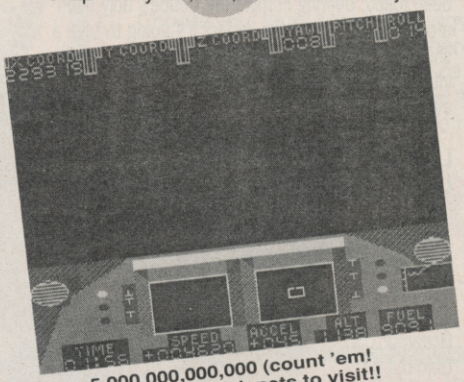
If you're wanting to add a driving game to your collection, and can't quite stretch to a copy of *Chase HQ*, *Overlander* is a lot better than most purpose-built budget efforts.

ENTERPRISE

Mastertronic Plus/£2.99

This one's reasonably reasonable, as budget games go. That makes two from Mastertronic in one month. Blimey. It's a sort of cheapo *Elite* – lots of flying round, trading, the usual stuff. There's a fair amount missing of course (stuff to shoot, weapons etc) but a couple of interesting additions. First of all, you can land on planets (after tackling a flight sim-style landing sequence) and then chat to the natives and maybe do a bit of trading. This involves typing in stuff and watching the alien's replies, which don't tend to be that convincing most of the time. There are 5,000,000,000,000 (yes, 5,000,000,000,000) of these planets, and they're all meant to be different, so please don't start sending in maps!

Graphically it's, um, well it does the job.

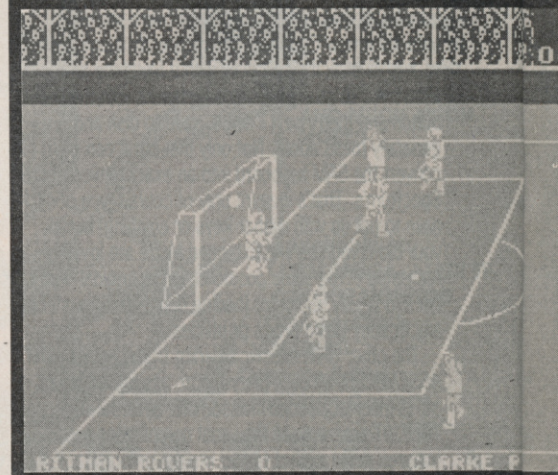


Over 5,000,000,000,000 (count 'em! 5,000,000,000,000!) planets to visit!!

Just the usual stars coming towards you, some quite nice revolving planets and then the flying-over-the-surface part, where the

MATCH DAY

Hit Squad/£2.99



Matchday may not fare so well in the old footballers-hugging-and-kissing-each-other-whenever-they-score-a-goal department but it's still a bit of a stomper!

Obviously realising that this summer is going to be a long, hot footie one, what with the *YS Footie Spectacular*

only detail is the landing strip. What there is is nice enough, but don't expect to be overwhelmed or anything.

Although *Enterprise* is a fairly simple affair, it gives the impression of being really massive, which you don't normally get in a barg. And it's quite fun too. As a full-pricer it would get howled down within seconds, but it makes quite an acceptable cheapo.

PINBALL POWER

Mastertronic Plus/£2.99

Ho hum. A pinball game.

But, astonishingly enough, it's quite a

***Time Scanner* it may not be, but *Pinball Power*'s certainly a flip hit in our books.**

good one. In akchawl fact, though, most pinball games tend to be on the right side of acceptable. I mean as long as the ball bounces around in a fairly reasonable manner, and the table's nice and cluttered-looking, you've got yourself a pinball game.

So what distinguishes this one? Well, for a start it's sort of verging on being 3D. The screenshot can probably explain it better than I ever could. The ball bounces very convincingly and can really shift when it wants to. The only anomaly here is that you can't vary the speed with which it's initially launched. You just press a key and away you go. Oh, and the table's a bit vacuous. There are only a handful of things to bash into, plus a couple of bonusy bits, but that's about all.

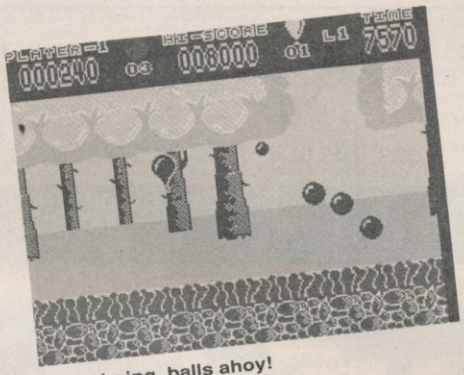
So, um, what else do you want to know? I can think of better ways to spend the money (but I'm not telling you them). If, however, you've got your heart set on a pinball game, look no further than this one. It'll have you rushing out to open a Nat West account immediately.

HOPPING MAD

Encore/£2.99

"Almost as addictive as banana Nesquik," concluded Dunc when this one fell into his hands a couple of years ago. And it certainly is. What we've got here is essentially a scrolling bouncing ball game which, just for a change, scrolls from left to right. You've actually got four balls to keep an eye on, and they all stick together in a long snakey thing. It's a bit like having all your eggs in one basket, except they're, erm, balls.

There's absolutely nothing you can do to stop the balls bouncing along. All you can manage is to make them speed up, slow down or bounce a little bit higher. This makes collecting things which need to be collected a trifle tricky, and avoiding nasties even harder still. You've actually got to pick up ten balloons on each level in order to



Boing boing, balls ahoy!

progress along onto the next one, and because they tend to drift around a bit this is by no means an easy task. But the really scary part is that whenever any of your balls get hit by anything they burst. And once all four have popped, that's it – end of game.

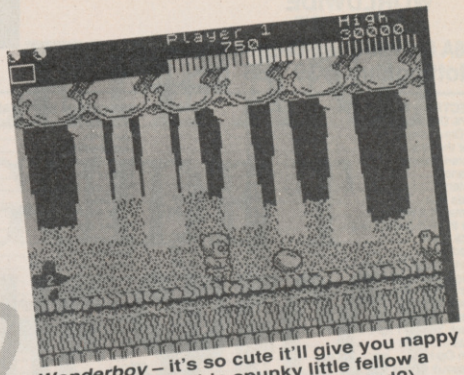
Easy it's not. You'll need loads of patience. Loads of it. And you'll also need to develop a whole new gaming technique, as *Hopping Mad* isn't quite like anything else at all. But your patience will be rewarded, as they say, because it's a smart, tidy little game and very hard to hate.

WONDER BOY

Hit Squad/£2.99

Without wishing to sound smug or anything, I'll quietly point out that I beat Level One of this on my first go without losing a life. Now, this could mean one of two things. Either a) I'm completely ace, or b) *Wonderboy* is a bit on the easy side, and maybe designed for the 'younger player'. What do you reckon? Oh thanks.

Well anyway, *Wonderboy* is fairly standard run-along-avoiding-and-collecting-things stuff. The collectables are generally items of fruit, and the avoidables are things like killer snails and lethal flies. Eeek! And possibly worst of all are the terrifying psycho-stones which lie there, menacingly, waiting for you to stumble against them and trip to your death. The scenery scrolls towards you (well, maybe 'lunges' would be a better description), and consists mainly of



***Wonderboy* – it's so cute it'll give you nappy rash! (And isn't this spunky little fellow a wee bit too young to have a girlfriend?)**

trees, platforms and water. At the end of it, somewhere, is Wonderboy's girlfriend Tina who needs rescuing.

There are a fair number of levels to get through and, all in all, it's pretty good fun. A bit cute, but fun. As it's so easy I didn't end up ripping out huge handfuls of hair (like I usually do with games like this). In fact, I almost began to enjoy myself at one point.

FOOTBALL CHAMPIONS

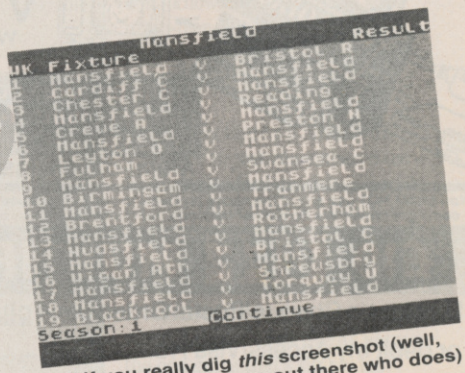
Cult/£2.99

Oh no! It can't be! It is! I hate them! I really, really do! Where's Marcus? Why me?

I know I'm not meant to say things like this, but they are all the same, aren't they? No, they are. These football management games, I mean. I've gone over this one with a fine toothcomb, laboriously comparing it with all the other ones, and I can honestly say that I can't spot anything that hasn't been done before.

For those still reading, *Football Champions* would seem to be a football league kind of thing, in which you've got to manage a team and get them to win both the League Trophy and the FA Cup. Fun, eh? It's quite nicely presented but runs a bit slowly (there's probably a fair amount of Basic lurking in there). And finally here are a few of the 'features' listed on the packaging – 'week counter', 'goal difference +-', 'handling', 'average gates', 'Home & Away' and 'change club'. Irresistible, huh?

So, if a footie management game's what you're after, I can't see anything desperately wrong with this one. The only real problem is that its name has just scrolled off the top of the screen, and I can't remember what it is! It just goes to show...



And if you really dig *this* screenshot (well, there must be someone out there who does) then scootle across to our *YS Footie Spectacular* on page 53, why don't you? Hot poop lists and no mistake!

roaming the streets (oh, and the World Cup), the Hit Squad's done the obvious thing and dug out this old fave. It's THE footie game, really, and one that absolutely everyone should have a copy of. Even you.

Considering the ©1984 lurking in the depths of the cassette inlay (making it nearly as wrinkly as our Prod Ed), *Match Day* is looking very sprightly indeed. It's got everything! Half-decent graphics, vaguely convincing ball control and a complete absence of lists of numbers. The only thing that slightly annoys me is that you control whoever's closest to the ball. While this is fine for most of the time, occasionally you'll find control flipping between players when you don't particularly want it to. Perhaps it should wait 'til you press Fire or something. Not to worry though.

And the best part? Definitely the ultra-convincing simulation of the referee's whistle at the beginning of the match. It's unsurpassed!

Until *Match Day II* comes out on barg this is probably the best bet for the footie-frenzied light-of-pocket.

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Heavy Metal	7.99	11.99
Hopping Mad	2.99	---
Hot Rod	7.25	---
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Klax	7.25	11.20
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Masterfile Plus 3	---	21.95
Match Day	2.99	---
Mega Mix	11.20	13.50

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Overlander	2.99	---
P47 Thunderbolt	7.25	11.20
Pacmania	7.25	11.20
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Ping Pong	2.99	---
Pipe Mania	7.25	11.20
Platoon	2.99	---
Postman Pat	2.99	---
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Rolling Thunder	2.99	---
Saigon Combat Unit	2.99	---
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Shadow Warrior	7.25	11.20
Shark	2.99	---
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Super Tank Simulator	2.99	---
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Tas Diary Plus 3	---	14.95
Tas Print Plus 3	---	19.95
Tas Sign Plus 2	14.95	---
Tas Sign Plus 3	---	19.95
Tascalc Plus 2	14.95	---
Tascalc Plus 3	---	19.95
Tasprint Plus 2	9.50	---
Tasword Plus 2	14.95	---
Tasword Plus 3	---	19.95
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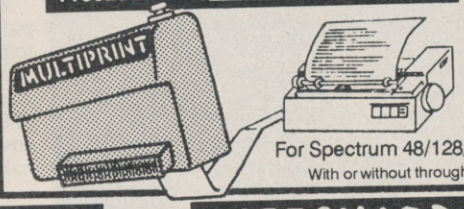

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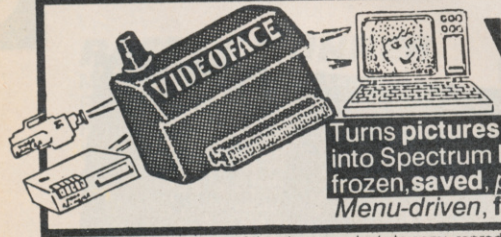

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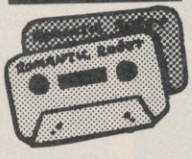

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THE COMPLETE AND UTTER *YS* GUIDE TO SOCCER ON THE SPECCY

Footie games, eh? Where'd we be without 'em? There've been hundreds of the blooming things, with more on the way each month, and they always (always! always!) sell like hot cakes (even the ones that are crap). So with the World Cup lining itself up on the horizon, let's join the slightly less-than-enthusiastic JONATHAN DAVIES, as we lead you by the hand into the past, present and future world of the Spectrum soccer game.

Oh dear. How can I start? Um, quite a few phrases spring to mind. Like "They're all the same!" and "No, please, not another one!" and, erm, "Let me out of here!" The problem, you see, is that for every *MicroProse Soccer* or *Matchday 2* there are six or seven *World Cup Carnivals* (US Gold's tragic 1986 attempt at a footie sim) to wade through. And I should know – I've just waded through them all. Quite frankly I wouldn't care if the colour green never darkened my Speccy again. I'm sick as a parrot. So let's just forget all about them, eh?

What? No. You like them? Cripes. *(Better get going on this giant mega-feature thingie then, hadn't you? Ed)* Er, yes. Right. Football.

Well, there are certainly lots of games. And no, they're not all the same. There are in fact a few basic types, and within each of these categories dwell a hundred and one subtle variations. Um, what fun...

It's a game of two halves

That's right, one half management, the other half actually booting the ball around a bit. To kick off with we have the straightforward **arcade simulation**. This you should all be familiar with – a big green pitch (seen from above, or sometimes from the side), the roar of the crowd (well, the 'beep' of the crowd), lots of little men running around kicking the ball, and you up in the air somewhere above it all, doing your best to keep one or two of them (plus the ball) under control. What you don't have to worry about though is what any of the blokes are called, how much they're worth, or any other boring managerial-type stuff. Good examples of this kind of game are *Matchday 2* and *Kick Off*.

The second main sub-division, the **management game**, is a totally different kettle of fish. No footie here at all (as such), apart from the results of various games flashing up on your screen every so often to tell you how you're doing. It's business acumen we're worried about here, with all sorts of weird and wonderful information popping up to confuse you – what your men are called, how tall they are, how skilful they can be and all sorts. A good example of this variety of game is, surprise, surprise, *Football Manager*.

The third, and crappiest, type of footie game is the **pools prediction program**. Now you may get really excited by the prospect of these (I don't know) but I find them so brain-blendingly boring that this is the only mention they'll get here, so enjoy it while you can. (Sorry and all that.)

Actually there's a fourth sub-division I've just remembered too – those games that provide you with an often quite bizarre mixture of action game and management, usually consisting of lots of lists of numbers with slightly dodgy bolt-on arcade bits thrown in. Some of them work quite well, but there's always the odd game that's simply too weird for words – like *Roy Of The Rovers* for example, part arcade adventure of all things and with a badly drawn Roy searching for his kidnapped team!

THE FIRST FOOTIE GAME IN HISTORY

A bit of a tie (almost), but by checking out all my back issues of *YS*, getting hold of various release dates, dismissing the really early stuff that's virtually unrecognisable as Speccy games as we know them today, and consulting with all the experts I could find, it has to be... *Football Manager* from Addictive! That's right, it's the one with mugshots of that cheery bearded bloke all over it *(Kevin Toms actually. Ed)*. Originating in the days of long shorts and over-the-knee footie boots, it sold squillions of copies, mainly because it was released on everything from the ZX81 to the Teefal HY9000 De Luxe Deep Fat Fryer. We didn't stand a chance really.

It was, of course, the first of those dreadful 'management' jobbies, in which you spend the whole time staring at lists of things. Written in 100% Basic, it featured some chronic 'action scenes' and a unique 'customising' feature. (In other words, you could break into the program and do all sorts of despicable things to it.) The punters loved it.

As for the first action game, that's a bit harder. It was probably Artic's *World Cup Football*, the first of the little-people-running-around variety. Unfortunately though it was, to be honest, utterly, utterly terrible. The graphics especially were complete rubbish. It was so bad, in fact, that US Gold decided to use it as the basis for its renowned *World Cup Carnival* game. (Hurrah!) Far better is *Matchday*, which appeared soon after – the first proper, enjoyable footie action game.

RATINGS

Being the tricky things they are, footie games don't quite fit into the usual way we rate our games, so for the purposes of this feature here's a one-off system we've devised that hopefully takes into account all their little (and dearly loved) idiosyncrasies.

Playerbility
Having forked out your dosh and loaded it up, will you be over the moon or sick as a parrot? In other words, is it any cop... or is it utter crap?

At The End Of The Day
...will you still be playing it? Or will it have joined the potato peelings, used tea bags and missives from Reader's Digest in the dustbin?

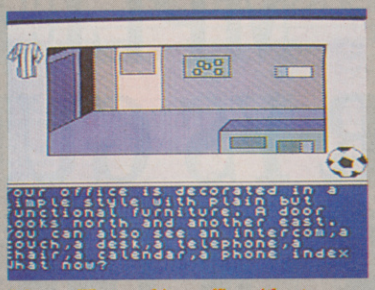
Kit
Aesthetic appeal, really. Lists of numbers are all very well, but are they decently presented? And if it's an arcade jobbie, are the graphics any good? Especially high marks go to those games with two or more colours used on the players, or a choice of team outfits.

Atmosphere
Is it just like being in the stands at your local ground (apart from getting a bottle smashed across your cranium every ten minutes that is)? Or might you just as well be standing in a queue by the fish counter at Waitrose counting the dandruff on the back of the person in front of you? Here's where to find out!

ALMOST EVERY SOCCER GAME EVER RELEASED (Depressing, isn't it?)

Bobby Charlton's Soccer Dacc
Brian Clough's Football Fortunes CDS
Bryan Robson's Superleague Paul Lamond
Emlyn Hughes' Soccer Audiogenic
European Five-A-Side Football Silverbird
FA Cup Football Virgin
Fighting Soccer Activision
Footballer Of The Year Gremlin
Footballer Of the Year II Gremlin
Football Director D&H
Football Director II D&H
Football Fever Tanglewood
Football Manager Addictive Games
Football Manager II Addictive Games
Four Soccer Sims CodeMasters
Football Frenzy Alternative
Gary Lineker's Superstar Soccer Gremlin
Gary Lineker's Hotshot Gremlin
Gary Lineker's Superskills Gremlin
Gazza's Super Soccer Empire

A FEW HISTORIC FOOTIE GAMES

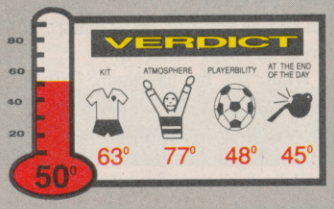


I dunno. What good is an office without a secretary? Those vocabulary words like KISS and GROPE were getting me quite excited...

Football Frenzy Alternative

This one's a bit weird – it was released by Alternative ages ago, and it's a footie adventure game. Ber-limey. Having rescued it from the depths of the *YS* archives and dusted it down a bit I gave it a go. And, lo and behold, it's exactly like every other adventure I've ever played, but with the addition of that all-important footie element. What fun. Being a bit crap at both football games and adventures, you can probably guess what a pig's ear I made of it. Did I get past the first two rooms? (No.) It's got some quite nice piccies though, and I noticed that the vocabulary includes GROPE, KISS, UNDRESS, SOBER UP and HANG, although none of these seemed to have any results with my secretary (Ms Jones).

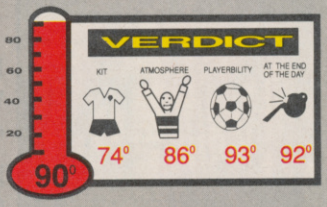
It's okay I suppose and, dare I say it, quite flash. Not really in the spirit of the traditional footie game though.



Match Day II Ocean

This is generally said to be the fabbest footie game ever, although whether that's saying much isn't for me to decide. It's the sequel to, um, *Match Day* actually, which was the second(ish) arcade-type game to hit the tape-racks. With nice, big sprites and semi-realistic action, *Match Day* brought a whole new meaning to the word 'good'. The two-player feature was one of its major attractions, along with headers and other wacky, innovative moves. There were also a couple of peculiar bugs (something to do with balls getting stuck in goalposts and a funny timer, if my memory serves me correctly).

Match Day II captures the feel of the original, and adds on all kinds of extra features, such as a kick strength meter and much improved ball control. Along the same sort of lines is *International Match Day* for the 128K only, which was released at the launch of the Speccy 128, when 128K-only games seemed pretty hip – oh, those halcyon days. The programmer was Jon Ritman, the gentleman responsible for the first *Batman* game and the brilliant *Head Over Heels*.

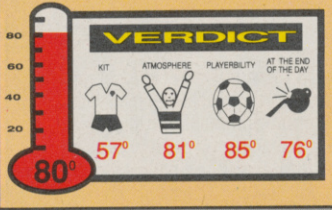


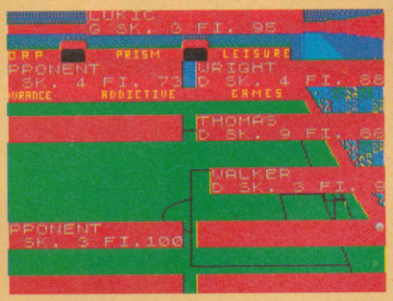
Blimey! Look at the size of the sprite's heads! They look more like Cabbage Patch Dolls than footie players!

Football Manager II Addictive

"He has excelled in the creation of this game with his brilliance," remarks the inlay. It is describing, of course, Kevin Toms, and also provides a photo of his majesty for all to marvel at. The game, though, is of the 'lists of numbers' variety, with the dubious benefit of 'match highlights'. It's an update, would you believe, of the original *Football Manager*. The action sequences are a major improvement, thanks to the innovative use of Machine Code, but they get a bit boring after a couple of picoseconds as you just sit there and watch them. The lists are quite interesting too (as lists go), and should keep any number-fan occupied for a while.

For sheer historical accuracy, *FM II* deserves a mention. And it's also pretty good. Its only real problem is that it tries to be a bit of a jack of all trades, with its strategy stuff and flashy graphics. While this might appeal to most people, those who want to stick to one area might fare better looking elsewhere.





Football Manager - lists, lists and more lists! (The action sequences are pretty useless though.)

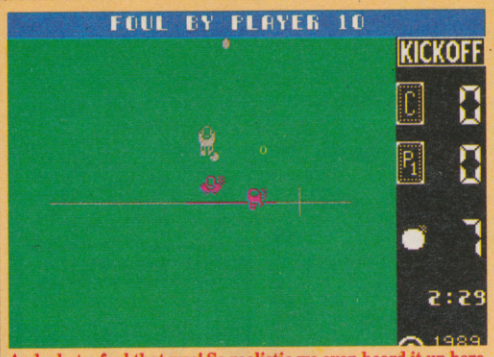
Gary Lineker's Superskills Gremlin

This doesn't really fit into any regular footie category. It's one of those dreadful joystick wagglers, I'm afraid. (Remember those? They were quite popular for an unfeasable length of time. Basically you had to, um, 'waggle' your joystick back and forth until a) your hand hurt; b) the joystick broke; or c) you finished the event. Brilliant!) However, some may consider it a welcome break from all those lists and little men running about, so let's take a look.

There are millions of 'events' to plod through, all of which have to be played in a certain order. There are all sorts of things, ranging from Monkey Bars, through Squat Thrusts (yikes!) to Jonglerie Avec Balle (but only in the French version). Played individually they'd all be mildly crap, but taken as a whole they're, um, unbelievably crap. This sort of rubbish went out with *Daley Thompson*.

It's a pretty slick piece of work (the graphics are okay, and there's actually some music for a change) but this is hardly a proper footie game. And the poor bloke you control looks more like Clare Rayner than any footballer I've ever seen.

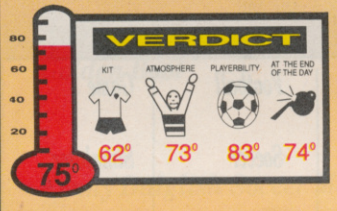
Lumme, you'd never catch me doing this! Buy that man a lager and a packet of pork scratchings!



And what a foul that was! So realistic we even heard it up here in commentary box!

Kick Off Anco

Best known in its 16 bit incarnations, the Speccy version of *Kick Off* (when it finally came out) proved to be quite a scrappy looking affair, with balls that went under the lines and goal markings that simply petered out for no reason whatsoever. But (but! but!) there still remained something to recommend it - the sheer speed with which it moved! There was no way you could accuse this game of slow and stodgy gameplay – the ball flew absolutely everywhere, bouncing around the players (overhead viewpoint, remember?) like the whole pitch was a giant pinball table or something. All of a sudden ninety percent of existing soccer games seemed pedestrian in the extreme. All in all then, it was easy to get into and a lot of fun (especially in two-player mode) but fell foul of some very scrappy graphics.

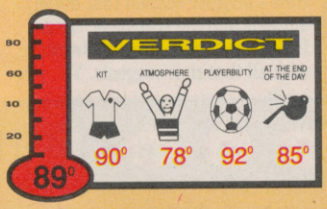


MicroProse Soccer MicroProse

If realism's your thing, *MicroProse Soccer* could well be the footie game for you. It opts for a novel bird's-eye view, and packs in more options than you've probably ever opted for in your life (the 'banana power' being one of my personal favourites). There are all kinds of different sorts of matches to choose from, ranging from American six-a-sides to entire international World Cup things.

The gameplay is pretty complicated too. You can do all sorts of different kicks, like swerves and 'overheads', plus throw-ins, corners and all sorts of other wonderfully fun things. But its real strength is its speed. Boy, does it go – there's none of your usual half-hearted plodding about here, matey. The scrolling's ultra-slick, and sometimes you have to really concentrate hard to keep up with what's going on.

In the 'best Speccy footie game ever' stakes it's a toss-up between this and *Match Day II* really. The choice is yours.



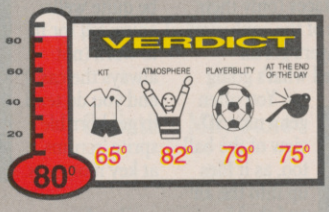
Now we know where Dunc got his idea for *Advanced Lawn Mower Simulator* from!

Giant-headed goalie from the original *Footballer Of The Year* - Billy The Fish, eat your heart out!

Footballer Of The Year 2 Gremlin

One of Dr Marcus Berkmann's favourite games (and he should know – he's reviewed about 80% of the damn things ever covered by *YS*!). A bizarre set-up, half strategy/half arcade game, this second shot at goal from Gremlin dispensed with most of the annoying niggles of the first game (like fourth division teams regularly beating first division ones in the quest for the cup) and added such diversions as international games and nine skill levels to keep your interest going.

So how does it actually work? Well, you play an individual footballer on a quest to gain the coveted 'Footballer Of The Year' accolade, and since you're a striker it's the goals you score that count. In both versions of the game you play Goal Cards to help you score, which then take you into mini arcade sequences – fairly simple in the first game, but the second involves set plays and things which you've got to remember almost American-football style in order to succeed. What's more, it even includes a footie trivia section, with correct answers adding dosh to your coffers. It all sounds very strange, and takes some getting used to, but once you do get the hang of it it's as addictive as anything. Just ask the good doctor...



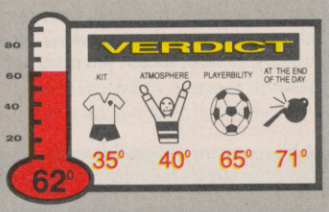
Brian Clough's Football Fortunes? I'm sorry, but is the title of this game a joke or what!?

Brian Clough's Football Fortunes CDS

"*Brian Clough's Football Fortunes* is a football management computer board game suitable for two to five players." Or so it says on the cover – what more can I say? You get the computer program, a board (which expands out from the size of a postage stamp to that of a small ploughed field), lots of cards, some counters and loads of money. The program takes care of all the boring bits, like rolling the dice and sorting out league tables, and the players do all the slightly less boring bits, like moving counters round the board and shuffling the cards.

The software's a load of crap. It's written in Basic, with useless graphics and, oh horror, the Sinclair character set. It does its job though. It plays just like any other board game really (they're all the same, aren't they, Spec-chums?), except that you occasionally have to press buttons on the computer.

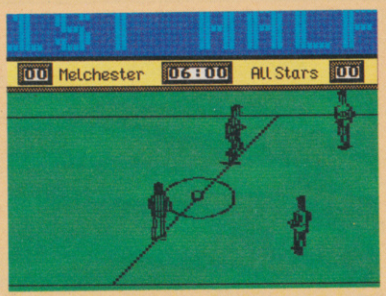
It's okay for soaking up the odd evening now and again, but you really have to like football to get stuck into it. Me, I'll stick to triv games.



International Manager D&H
International Match Day 128 Ocean
Kenny Dalglish Soccer Manager Cognito
Kick Off Anco
League Challenge Atlantis
Manchester United Krisalis
Match Day Ocean
Match Day 2 Ocean
Mexico '86 Qual-Soft

MicroProse Soccer MicroProse
Peter Beardsley's International Football Grandslam
Peter Shilton's Handball Maradona Grandslam
Player Manager Anco

Premier II E&J
Professional Soccer CRL
Roy Of The Rovers Gremlin
Saint And Greavsie Grandslam
Soccer Boss Alternative
Soccer 7 Cult
Soccer Star Cult
Street Cred Football Players
Street Gang Football CodeMasters
Super Soccer Imagine
The Double Johnson Scanatron
Tracksuit Manager Goliath Games
Two Player Super League D&H
World Cup Carnival US Gold
World Cup Soccer Artic
World Cup Soccer '90 Virgin

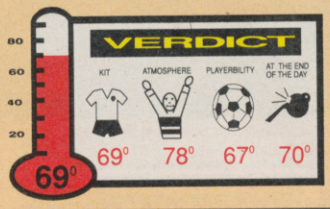


Phew! Roy's found the rest of his team (they were down the pub) so the Melchester Rovers ground is safe! Hey! Let's do the match right here!

Roy Of The Rovers Gremlin

Here's another oddball that doesn't quite fit into the scheme of things. It's a footie-based arcade adventure, with all that that suggests. Yes, you have to plod round hundreds of screens, collect things and talk to people. There's even a plot – the whole Melchester Rovers team has been kidnapped just before a key fund-raising match. If the money doesn't get raised developers will move in and flatten the ground! What a shame.

There's also a fairly reasonable arcade footie sim tacked onto the end (for the bit where you've managed to rescue the team and then have to take part in the match) which can be practiced without having to play through the adventure bit. It's not what you might call 'state of the art', but it'll do. Bizarrely enough, it's not too bad a package, really – puzzles to solve, balls to kick and absolutely no lists of numbers to worry about.



SO YOU WANT TO WRITE A FOOTIE GAME?

Here are a few features you may wish to incorporate when devising your own 'tuff turf' footie extravaganza...

A celeb, preferably glistening and grinning, with his signature scrawled across the box.

Important-looking statistics, and screenloads of them. These should not only be wholly incomprehensible but, so as to thwart even the most dedicated of punters, boast no underlying logic whatsoever.

Minimal player interaction. Keep him waiting for hours just to 'PRESS ANY KEY'.

A big green box with lots of footballers on it. They all have one.

Tacky adverts round the pitch carrying plugs for your other games.

Disastrous artwork all over the place. Muscles where you never knew they existed.

Free poster and badge that you wouldn't particularly want to stick anywhere (see artwork).

A 'STOP THE TAPE' message halfway through loading. Meanwhile, you've dozed off and the tape runs on to the end.

NAMING YOUR FOOTIE GAME

This is the trickiest part of writing any footie game. Although coming up with a name is fairly easy, the chances are that it's already been used seven times before. To assist with this problem we've designed the *YS* Footie Game Naming System™. Simply pick one word from each column and put them all together to come up with a convincing title.

Gary	Robson's	Advanced	Football	Game
Brian	The Hamster's	Ten-a-Side	Soccer	Simulator
Kevin	Lineker's	Super Footie	Director	Plus
Wayne	Of The Rovers'	Boring	Tracksuit	Manager '90
Darren	Monkhouse's	Quite Good	Pickled Onion	Challenge
Bernadette	Toms'	Strip	Ninja	Footie Quiz

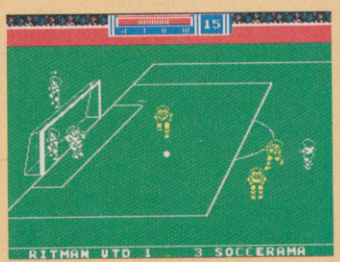
A DIFFERENT PERSPECTIVE ON THINGS

The Overhead View

This features in *MicroProse Soccer*, *Kick Off* and most of the Codies games, among others. It has the advantage that you don't actually get to see the player's faces (only their bald patches) and generally avoids some of the confusion you get in side views when too many players get all tangled in together and you can't quite tell what's going on. You often get a nice 3D view of the ball too, as it flies up into the air and then plummets back down to earth again. And on the minus side? Well, timing headers can get very, very tricky, but more importantly it doesn't always 'feel' quite right somehow. After all, when you watch a game of soccer, you never see it from above, do you?

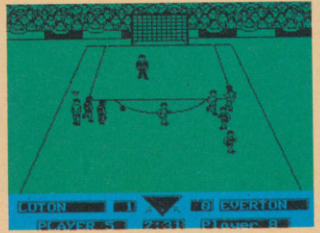
The Side View

A bit common, you get this viewpoint all over the place, but generally it's the most reliable method. It gives a good 'as seen on telly' angle, although things have to be quite well animated for it to work (not always the case) and you do tend to get horrible sprite 'scrums' at key moments.



A Bit Of Both Views

Only spotted occasionally, in things like *Gazza's Super Soccer*, this technique can get very confusing indeed. You get a side view when the ball's in the middle of the pitch, but when you get near to either goal the whole thing flips round to give a sort of overhead/into-the-goal-mouth sort of perspective. All very well, but it gives you a godawful headache after a while.



SOCCER CELEBS THROUGHOUT THE YEARS

Bolt-on celebrities are an absolute must for any self-respecting footie game these days. So we looked for some of the best renditions of our favourite stars. Then we printed these instead...

Gary Lineker
Mum'd be horrified. His nose looks like it's about to fall off, and hasn't anybody ever told him that wearing earrings during the match is dangerous?

Brian Clough
Altogether more successful. The skin-graft from his hand needs further attention though.

Paul 'Gazza' Gascoigne
Er, isn't he meant to be blond? And what happened to the top half of his head?

Roy Of The Rovers
Although pushing 153, he's hardly showing his age at all. Looking a bit chunky though, and in bad need of a nose-job.

AND STILL TO COME...?

This is of course World Cup Year. And what happens in World Cup Year? Yes, hundreds and hundreds of new Speccy soccer games suddenly appear, that's what. There are going to be oodles of them – but how are you going to be able to tell them apart? What you need is a handy-dandy reference sheet to keep score on, isn't it? And – by Jingo! – what have we got here but the very thing! Simply keep reading *YS*, fill in the scores of all the new games in the spaces provided as we print them and 'Bob's your uncle' (as they say)! Now all you need do is take this copy of the mag down the shop with you whenever you intend to buy a footie game. You won't regret it! (Oh, and by the way, we've not included any budget games here – there'll be plenty of those around too. Check out *Matchday* or the Codies' World Cup offering for starters.)

WORLD CUP '90 SCORE CARD

GAME	COMPANY/RELEASE DATE	NOTES	SCORE
Adidas World Championship Football	Ocean – May/June	Programmed by Smart Egg Software, this one has to have a good chance around World Cup time.	.....
England – The Official Football Game	Grandslam – May/June	Grandslam has secured the official England licence, meaning it can use the images of all the individual players (say John Barnes, or Bryan Robson). It's also planning a feature which modifies the team's performance if one of these is injured and can't play. Blimey!	.....
European Superleague	CDS – June	Another management game to add to the list.	.....
Football Manager World Cup Edition	Addictive – any day now	Apparently even better than *Football Manager 2*, it comes with its own World Cup wall chart and a competition with 'prizes' like getting your picture up alongside Kevin Toms on the packaging of the yet-to-come *Football Manager 3*!! Blimey!	.....
Italy 1990	US Gold – April	We await US Gold's entry with bated breath. The one thing we're certain of is that it won't be a replay of *World Cup Carnival* (surely?).	.....
Golden Boot	Ocean – to be announced	We don't know much about this (including a firm release date) but it's a wacky football game programmed by Ocean France (responsible for *Beach Volley*, which looks less and less likely to ever appear on the Speccy).	.....
Kenny Dalglish Soccer Match	Impressions – April	A pretty straight, eight-way scrolling side-view footie game with a Kenny Dalglish licence attached. Again, a full review next issue.	.....
Kenny Dalglish Soccer Player	Impressions – end of next year	More in the *Footballer Of the Year* mould (though more arcadey than that apparently), this new Kenny game follows the fortunes of an individual player trying to make it into a team and then on and upwards from there.	.....
Kick Off 2	Anco – May	Hopefully a souped-up, less scrappily presented version of the original Spectrum game (on compilation now, though it was only released a few months ago).	.....
Liverpool – The Official Football Game	Grandslam – April	The first of the two 'official' Liverpool games, this one gets to use the images of the various players...	.....
Liverpool FC	Ocean – September	...while this one uses the official team badge and colours.	.....
Manchester United	Krisalis – any day now	Another game sponsored by a team as opposed to an individual player, we'll have a full review next issue.	.....
Player Manager	Anco – July	Like a sort of cross between *Kick Off* and a management game, this was a massive hit on the 16-bit machines recently and deservedly so. Will it do the same on the Speccy?	.....
Subbuteo	Goliath – May/June	Based not on football itself so much as the popular 'flick-to-kick' table-top game. Will we see giant fingers reach down onto the pitch? You'll have to wait and see! (Again.)	.....
Super League Manager	Audiogenic – May	Audiogenic's first Emlyn Hughes game got a critical drubbing from Marcus (and then went on to sell by the lorry-load of course). How will this management offering fare?	.....
Superleague Soccer	Impressions – out now	A pretty basic management game by all accounts. Again we'll be having a look at it next month.	.....
Vinnie Jones	Again Again – September	Too late for the World Cup, this will in fact sell on the 'merits' of soccer hard-man Vinnie himself. We can hardly wait.	.....
World Cup Soccer Italia'90	Virgin – May	And last, but by no means least, it's Virgin's game, the only one officially sponsored by the World Cup tournament itself. Hurrah!	.....

YS ADVEN

One game I'm looking forward to having a peek at is the new title from FSF Adventures, *Starship Quest*. It's by the same author who wrote *Magnetic Moon*, Larry Horsfield. I reviewed that one recently and gave it a better-than-average 6/10, but I have to say that wasn't good enough for some folks, who rated it as one of the best adventures ever released since the dawn of civilisation (ie when *YS* was first published). Bear in mind, then, that *Magnetic Moon* definitely has its avid fans.

Readers who ask about 128K games should check out *Starship Quest*, as it comes in 48K and 128K versions, with the 128K game having a vast amount of gameplay – the solution runs to four closely-typed single-spaced A4 pages! It's another space saga, so ideal for sci-fi freaks and Trekkies everywhere, and it costs just £2.50. The price of *Magnetic Moon* has also been reduced to the same amount, and the two together cost £4.50. Don't forget to say which version you want though. Larry Horsfield tells me he's sold more 128K copies of his first game than 48K ones. What can we learn from this? Ask him, not me – FSF Adventures, 40 Harvey Gardens, London SE7 8AJ.

raeme Bell lives in Bletchley, but that's the least of his problems. He asks me to print his name because last time it was mentioned no-one saw it. He also asks me to mention Paul Hiles. Good grief, what do you think this is, *Jim'll Fix It*?? Get on with it... adventures, man, that's what we're here for.

"Has anybody out there got a copy of *Rigel's Revenge*, *Serf's Tale*, *Gnome Ranger* or *Ingrid's Back* that they've finished with (tape or disk in the case of the last two)?" I'd have thought Level 9 might just have copies of those last two, Graeme. Bet you never thought of asking them! As for the others, they're harder to come by so anyone who's finished with their copies, please write to Graeme at 3 Carnoustie Grove, Bletchley, Milton Keynes, Bucks MK3 7RP. Finally Graeme suggests anyone playing *Behind Closed Doors* should try to CATCH ANT, or input certain naughty-type rude words with four letters. I can't think what words those could be, and I'm sure my innocent readers can't either.

Someone who's got a lot of Dutch courage is **Serge Royinga**, who lives in Dutchland and wants to start a Dutch adventure helpline as he thinks there are lots of Dutch adventurers who read *YS*. There are indeed, and lots of them write to me regularly. From now on they can write to Serge as well at Stationsstraat 30, 8601 GE Sneek, Holland.

Serge offers some tips to readers everywhere. In *Mountains Of Ket*, to find a map you have to go to the cartographer and then go up. In *Lords Of Time*, when you fall into the pit try giving some leaves to the brontosaurus (and when you get out you'll be needing a mirror). In *Pharoah's Tomb*, you get blocked by a rock, so get the matches, go north, pull the rock, go in, drop the matches and go east. If you take the matches with you they'll burn.

More blasts from the past, these being played by **Simon Johnson** at 29 Langford Way, Kingswood, Bristol BS15 2PD. Can anyone help, as my files don't quite go back to the dark ages, like these games do? One is *Dome Trooper*, for which Simon'd like to know what to say to the man at the end of the game when he asks you to shout a code at him. T'other ancient game is *The Code*, first published in 1984 when our youthful editor was only knee-high to a dung beetle. Simon wants any help at all on this one, as the sudden death routines are a pain in the botty and preventing him getting anywhere. He particularly wants to know the meaning of the clue you're given – 2C ONLY SEVEN PLANETS.

A trillion thanks to **Philip Squiggly-Name (Early**?) of Eastbourne, for sending in his hand-carved solution to *The Bard's Tale*, which has been placed under lock and key for future generations to consult. Philip now can't wait to get his mitts on the follow-up.

Any news, he asks? No comment, is the latest comment from Electronic Arts. Phil and others asked for the answer to the Magic Mouth – RETSINIS. Which sounds like a Greek drink but it's just the usual backwards writing.

Fred Maughan has been blessed with the same surname as our beloved T'zer, but does he have her charm, her good looks, her wit, her ability to sign pay-cheques? Probably not, but I'll answer his questions anyway. In *Lifeboat*, he says he's got all the ingredients for the magic brew, but can't get them into the pot. Try LIAP NI REDIPS TUP. And so on for all the other ingredients. To get the key from the blacksmith in Matchmaker you first SSARB EVIG, then SEYE KNILB.

Timothy Hendra of Glanamann says it's the first time he's written to me, so can I help him out? First or 101st, Tim, doesn't matter, just enclose the sae and I'll write back and tell you I don't know the answers to your questions. Well, sometimes I know, like how to get the money from the chest in *Inspector Flukeit* –

I'd been hoping to review Topologika's *Avon* before now, but, as usual, space is the final frontier. There's never enough of it. *Avon*'s a +3 text-only game written round the works of Shakespeare, but you really don't need to know them thoroughly in order to succeed. They're used more for inspiration and atmosphere. It sounds like it could be a pretty boring adventure, but it's far from that, judging by the bit of it I've seen so far. Those who want a game that's only available on the +3, to allow them to swank, should seriously think about *Avon*. It's not often you get the chance to play a game on the Speccy that's the same on all those posh-jobs like the PC, Amstrad PCW and even the Archimedes!

You also get a rewritten and expanded version of an earlier title, *Murdac*, on the other side. No space wasted. There's full packaging, a hints sheet, on-line help and even a free picture postcard of Stratford-upon-Avon. Coo! This bumper bundle costs £14.95 from Topologika, PO Box 39, Stilton, Peterborough PE7 3RL.

NTURES

by MIKE GERRARD

NAMECILOP A KSA. And where are the gloves in *Serf's Tale*? YNA T'NERA EREHT.

David Nicholls of Woodlands in Liverpool forgot the sae and asked six million questions. No room to answer them all here, but I've help sheets on some of them if you send in that sae, David. Meanwhile, on *Rebel Planet*, how to get past the creature outside the cave on the tunda – MUESUM EHT MORF ENOB EHT ESU. And what does the shadow want when it asks "Where's the zeven?" FFATS EHT.

Some tips are about to come your way, courtesy of **Paul Davies** of Aberdare. Funny, I thought he played for Arsenal. Nope, he's been playing *Skelvullyn Twine* instead of footie, and says the passwords you need are very literary. For Book Two it's EKALB MAILLIW, and for Book Three it's YDRAH SAMOHT. In *Souls Of Darkon*, to get your sword repaired HTIMSKCALB OT NIOC EVIG. In *Temple Of Terror*, to kill the torturer NOIPROCS A WORHT. Some general advice on *Bulbo And The Lizard King* – you'll have to think twice to kill Stratos. Remember that hate can kill and the power of the mind can defeat evil.

Finally, loadsareaders are having loadsaprobs on that Megagame known as *Retarded Creatures And Caverns*. Some wonder what to do when you've climbed into the pouch and can't see a thing... then get arrested a few moves later. What a poser. Mmm, maybe it's a posing pouch? The answer is DNUORA LEEF. The next most common question is how to deal with the eagle, which is not surprising as you can't do that 'til you've sorted out the pouch problem. That's the key to helping our fine feathered friend.

And on that note, B'DOING (f-sharp if I'm not mistaken), I shall pack my sandwiches into my sack, light my lantern, scratch my scrolls, brandish my weapon and boldly head out into the streets... Why, hello, officer, and how are you today? (Coming next month – Mike Gerrard Adventure Special from Wormwood Scrubs.)

Out soon from Compass Software will be a series of adventures going under the general title of *Digi Scan*. They'll be smaller in scale than usual, more like short stories, with 20 or 30 locations, lots of problems (just for a change) and loads of instantly drawn digitised graphics. Plus the whole thing's been done on *PAWS*. Watch out for the first two, *The Blood Of Smeagol* and *Night Walker*.

And those of you who've struggled through all three adventures making up the *Demon From The Darkside* trilogy will be delighted to know that you've now got to start all over again. Compass has just released *Shadows Of The Past*, a fourth game which throws you right back to the start, only this time the evil Drakon is all ready and waiting for you. The new 'un costs a very friendly £1.99 so scribble away to Compass Software, 111 Mill Rd, Cobholm, Gt Yarmouth, Norfolk NR31 0BB.

I've been sniffing around at Companies House and got copies of the last sets of accounts filed by the Adventurers Club Ltd. These only go up to 30th June 1988, but the club's income is way, way below what you'd expect, if the organiser's claim to have had more than 3,000 members is true. Not unless they were all only paying £5 each, and never ordering any software. Looks to me like someone was a little 'economical with the truth' with that membership claim – the figures would suggest a few hundred members at most. Your comments please, Mr Mueller? I'd be happy to print them, now you're deigning to speak to the world again.

CRACK CITY

It's taken a lo-o-o-o-ong time for this game to make it to a commercial release, as I first saw it umpteen moons ago when author Garry Cappucinni sent it in for review. Gary was planning to publish it himself under the awful title of '*Snap*', the first in a proposed trilogy. The other two were to be called – you guessed it – '*Crackle*' and '*Pop*'. I sent it back for the unusual reason that I thought it was simply too good! Too good to be wasted by trying to sell it himself and maybe only flogging a few copies, when he ought to be getting on with writing the sequels. I suggested he get a software house to publish it – and that he change the title. So here it is, published by Zenobi Software as *Crack City*, the first part of the *Snow Dogs Trilogy*. A vast improvement on *Snap*!

The game takes place in the near future, with you playing the part of a secret agent in the Secret Intelligence Foundation. The setting is New Washington, a city built to support Washington's increasing administration side and the north-east USA's ever-growing population. As a result of a Mafia drugs operation which is being uncovered, you've been called back from your holiday in the Maldives. And I wish I had a fiver for every secret agent who's been called back from holiday in order to star in an adventure game! But that's the only cliché, the rest is fresh and well thought-out.

In fact, you get to choose which of three secret agents you want to be. There's Mick Hammelford, who scores well on the shooting range but will never be heavyweight champeen of the world; Louis Chorbenski, a Polish giant whose brain rattles about in his head like a pea in a whistle; and finally Ed Macpherson, who's English and a general all-round good egg.

Crack City was written using *PAWS*, but you'll never believe it when you see the screen layout, with its changing graphics, icons, complex status line and loads of other features. It'll give *PAWS* users heart attacks as they try to figure out how it's been done. In the graphics section at the top of the screen there's more information than you'll find in the average MI5 Filofax. If there had only been the 3D perspective graphic of each location that would have been impressive enough, but that takes up a small portion of the screen and is surrounded by other information.

On the left a series of icons shows the available exits in white, or grey if not currently available. This changes if you find a secret exit by searching around. The faces shown also change, as characters appear and disappear in the same location as yourself – nurses, policemen and even Dwight, your faithful assistant, who's given to wandering in and out looking lost 'til you tell him to stick with you. Oh yes, you can talk to all these characters as well, although that's subject to the usual problems that speech in an adventure throws up. A lot of people spend a lot of time saying "Hi" to each other.

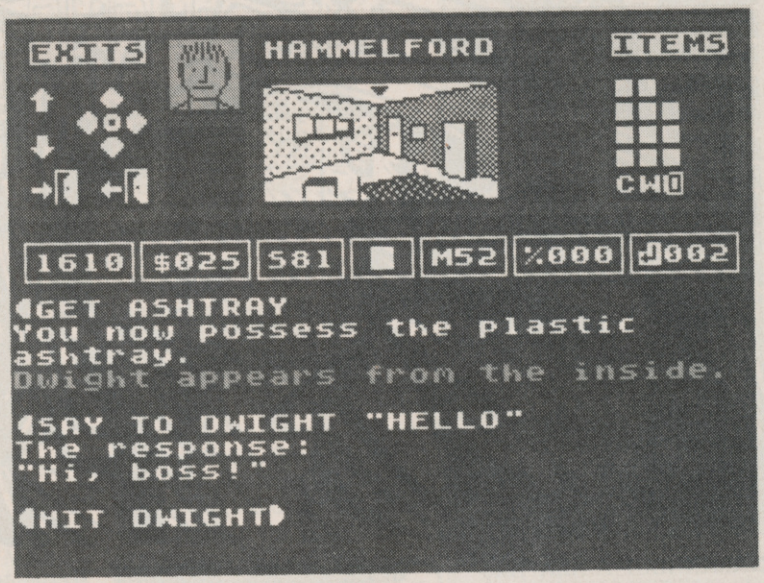
On the right a section is given over to the objects you're carrying, showing how close you are to the maximum permitted in your hands, your pocket, your wallet and so on. This isn't just a gimmick, as it does help if you look at them to see if you can pick up one more object, or need to put something down first.

Below this little lot is the status line, showing the time of day, your cash, skill level, SIF rating, mortality level, score and number of turns taken. Again, they're not just put there for show, most are an integral part of the game – if it's night you'll need to sleep, if your mortality level's low and your turns are increasing, watch out.

It helps to have these things permanently visible on the screen, rather than have to keep typing separate commands for each one. You'd spend so much time checking on your status you'd never find time to do anything! And if you're worried that all this stuff is bound to slow the game down, then think again. Everything appears almost instantly, and that includes the graphics. Half a second and they're there, a testament to the programmer, to *PAWS* and to the good old Spectrum. If, however, you don't want all this stuff, you can just as easily switch it all off and play *Crack City* as a straight text adventure, with all the sophisticated commands that *PAWS* allows, like multiple inputs, OOPS, RAMSAVE and so on.

But what of the gameplay itself? Well, inevitably with all these memory-hungry features, it doesn't have the depth of a Dungeon Adventure, let's be honest. But the author's done his best to make the problems more complex, and that works better in a game with fewer locations. Your first task is to find something to eat, which means not being distracted by each and every problem you'll encounter near the start – get out there and find something to munch! I did get a bit annoyed when I kept dying of hunger, but it's a sign of how engrossing the game is that although I thought it was happening every few moves, in fact I'd taken 78 turns on one occasion and not realised it. My score slowly improved too. First a shameful 2%... then 7%... then 12%.... a reason to keep playing.

Not that you'll need much reason to keep playing *Crack City* – you'll play it because you want to. The game is quite simply brilliant, and puts most home-grown adventures to shame. A few years ago it would have been snapped up by someone like Mastertronic or Firebird and sold thousands, no doubt about it. Never mind, it's available, that's all that matters, and discerning adventurers will be adding it to their collections without delay.



Title.....*Crack City*
Price.....£2.49
Publisher.....Zenobi Software 26 Spotland Tops, Cutgate, Rochdale Lancs OL12 7NX

Graphics
Text
Value for Money
Personal Rating
9

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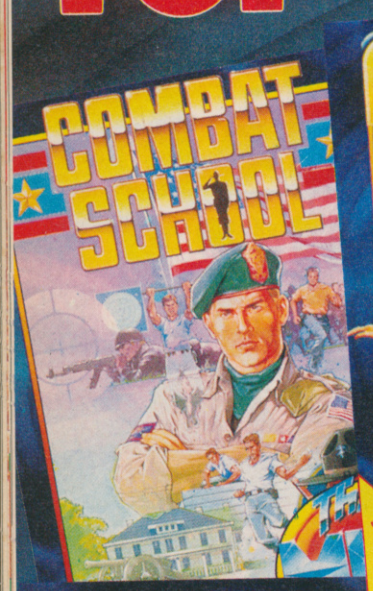

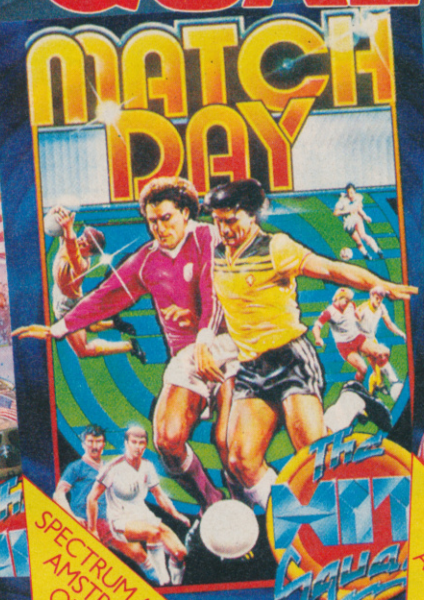

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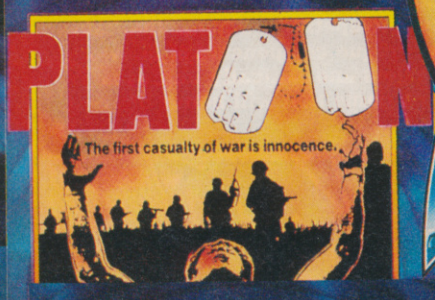

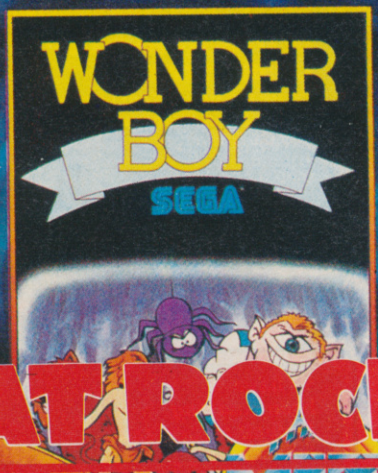

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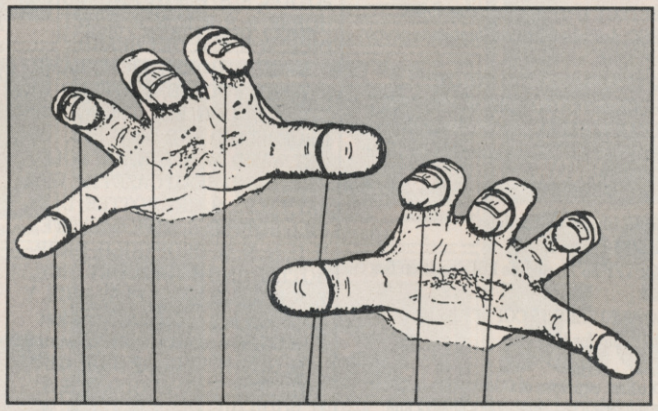
JOHN AND HELEN GET INTER-ACTIVE

Adventure-writing utilities are terrific programs, but the wonderful things they can do aren't always that easy to discover – not without a lot of head-scratching, late nights, muttering and mistake-making along the way. It's a lot more simple if you've got an expert to help you, someone who's good enough to share their own secrets with you. Such a wonderfully warm and kind-hearted human bean is Mark Cantrell, author of that marvellous game, *Diablo!*

Mark's sent me the following article explaining how you can have more than one main character in your *PAW*'d adventure, and switch control of the game between them. So over to Mark...



The following routines will allow an adventure to use a number of characters which the player can switch between at any point in the game, as seen in commercial releases like *Runestone* and *Terrors Of Trantoss*. When not controlled by the player, such a character could become a normal PSI (Pseudo-Intelligent Character).

This first routine will simply show you how to switch between two characters, John and Helen. In this example, the PSIs are entered in the object table as objects – John is the first entry, Helen the second. Their nouns should be entered below 50 in the noun table, and also entered in the object words table.

RESPONSE:
CONTROL JOHN
EQ 13 10; check controlling John already?
SYSMESS 87; then say so
DONE; finish the command
CONTROL JOHN
NOTZERO 14; is he dead?
SYSMESS 88; then say so
DONE
CONTROL JOHN
PROCESS 6; call primary exchange routine
DONE
CONTROL HELEN
EQ 13 20; controlling her already?
SYSMESS 87; then say so
DONE
CONTROL HELEN
NOTZERO 15; is she dead?
SYSMESS 89; then say so
DONE
CONTROL HELEN
PROCESS 6; switch to primary exchange routine
DONE; finish response section
CONTROL _
SYSMESS 90 DONE; prints "Control who?" if noun is not HELEN or JOHN

The above section of the routine establishes the player's ability to change characters. Each character will need the three lines. The first checks that the player is not already controlling that character, and if he is then a message is printed to say so (message 87). The second line checks that the particular character is alive, and if they're not then the player will be told he cannot take control because that character is dead (messages 88/89). The third line calls the first section of the exchange routine... of which more in a mo'.

The last line merely asks the player which character he wishes to assume if he has failed to specify one, mis-typed the name or typed the name of a character they cannot control. Since characters can die in most adventures and since with this routine the game need not come to an end until all the player characters are dead, then the player must not be able to enter commands when in control of a dead character. Of course in a small example such as this, with just two characters, the game can simply put the player in control of the surviving PSI. When using more than two characters the following lines will be needed...

RESPONSE:
* * 0
EQ 13 10; in control of John?
NOTZERO 14; is he dead?
NOTEQ 33 x; verb is not CONTROL
SYSMESS 88; "He is dead."
DONE; exit the table
* * 1
EQ 13 20; controlling Helen?
NOTZERO 15; is she dead?
NOTEQ 33 x; verb is not CONTROL
SYSMESS 89; "She is dead."
DONE; exit the table

These entries intercept any command made which is not CONTROL. *PAWS* will still be taking its turn at the game, which means that while you are dead game time will still be passing for other characters. Once the character is dead you may want to move it into an empty room, otherwise you'll find the game printing reports of a character's movements to you when it's supposed to be six feet under!

FLAGS:
11: John's room
12: Helen's room
13: character indicator
14: John dead?
15: Helen dead?
61: indicate changing characters
62: dump/collect worn or carried objects

SYSTEM MESSAGES:
87: "You are already controlling that person!"
88: "John is dead."
89: "Helen is dead."
90: "Control who?"

ROOMS:
4: John's carried objects store
5: John's worn object store
6: Helen's carried object store
7: Helen's worn object store

The next section of the routine, the primary exchange section, begins the process of changing characters. Each character must have one line associated with it for each of the other characters. So, for example, if the game has four characters then there must be three of these lines per character...

PROCESS SIX:
CONTROL JOHN EQ 13 20; controlling Helen?
GOTO 6
PROCESS 7; dump Helen's carried objects
GOTO 7
SET 62; set to worn objects
PROCESS 7; dump Helen's worn objects
SET 61; indicate changing character
LET 16 10; set control to John
CLEAR 62; reset to carried objects
CONTROL HELEN
EQ 13 20; controlling John?
GOTO 4
PROCESS 7; dump John's carried objects
GOTO 5
SET 62
PROCESS 7; dump John's worn objects
SET 61; indicate changing character
LET 13 20; change to Helen
CLEAR 62; reset to carried objects

The above lines form the primary exchange routine. The routine checks which character the player is controlling by using the EQ 13 'condact'. The routine must determine which character is being controlled so that the objects can be properly dealt with, hence there being one entry for each of the other characters, as mentioned.

Having determined which character is currently controlled, the line then places the player in that character's carried object store. It then calls a sub-routine to dump all the objects in that location. The

routine then sends the player to that character's worn object store. Flag 62 is set to indicate that worn objects must be dumped or collected, depending on which part of the exchange routine called it, then the dumping routine is called once more.

Now Flag 61 is set, which will ensure that the secondary exchange routine is active in Process Two and also tell the dumping routine to collect objects instead. Flag 13 is then set to 20 to indicate that the new character has been selected, and Flag 62 is cleared to indicate that the second part of the routine must collect objects that should be carried.

PROCESS SEVEN:

```
* *
ZERO 62; move carried objects?
ZERO 61; dumping objects?
DOALL 254; scan for carried objects
* *
ZERO 62; as above
ZERO 61; as above
PUTO 255; place objects in current
location
DONE; repeat or end loop
* *
NOTZERO 62; move worn objects?
ZERO 61; as above
DOALL 253; scan for worn objects
* *
NOTZERO 62; as above
ZERO 61; as above
PUTO 255; put all objects in current
location
DONE; repeat or end loop
```

The above lines deal with dumping objects and this is the section which is active when called from the primary exchange routine. The lines look at which objects are being dumped, either carried or worn (ie Flag 62 set or clear), and establishes a DOALL loop in the relevant location – room 254 for the player's carried objects and 253 for the player's worn objects.

The next line then processes the objects discovered by the DOALL loop, checks for the correct type (ie carried or worn) and then places the objects that have been found into the current location (255) which would be the relevant object store. The DONE 'condact' continues the loop or exits it if no other objects are found.

PROCESS SEVEN:

```
_ _
ZERO 62; move carried objects?
NOTZERO 61; collecting objects?
DOALL 255; scan for objects in location
_ _
ZERO 62; as above
NOTZERO 61; as above
PUTO 254; place objects in carried room
DONE; finish loop
_ _
NOTZERO 62; move worn objects?
NOTZERO 61; as above
DOALL 255; scan for objects in location
_ _
NOTZERO 62; as above
NOTZERO 61; as above
PUTO 253; place objects in 'worn' room
DONE; finish loop
```

The next part of the routine deals with collecting objects from the newly assumed character's store rooms and placing them in the player's inventory rooms (253 and 254). It works in the same way as the first four lines, but the DOALL loop looks for objects in the player's position, the object store rooms, and places them in the inventory. These lines could be separated into two sub-routines, but bear in mind that each process table has an overhead of 12 bytes. The secondary exchange routine is entered in Process Two...

PROCESS TWO:

```
* *
EQ 13 10; now controlling John?
NOTZERO 61; collecting objects?
GOTO 4
PROCESS 7; collect carried objects
GOTO 5
SET 62; indicate worn objects
PROCESS 7; move worn objects
CLEAR 62
CLEAR 61; reset exchange flags
COPYFF 11 38; put player in new location
DESTROY 1; remove character object
DESC; describes the new location
* *
EQ 13 20 NOTZERO 61 GOTO 6
PROCESS 7 GOTO 7 SET 62 PROCESS 7
CLEAR 62 CLEAR 61COPYFF 12 38
DESTROY 2 DESC; as above but for Helen
JOHN
* *
EQ 13 10; controlling John?
ZERO 14; is he alive?
COPYFF 38 11; update PSI's position flag
* *
EQ 13 20 ZERO 15 COPYFF 38 12; as
above but for Helen
```

The first two lines of this routine take care of collecting the character's objects and placing them into the player's inventory. It is essentially the opposite process to dumping the old character's objects. It then places the player in the location previously occupied by the new character as a PSI and removes the character as an object. It then describes the location.

The next two lines maintain the position of the character by updating the character's location flag so that it may be placed at its location correctly when the player assumes another character.

Finally, Process One must have a couple of lines to move the PSIs and keep the object in the same place that its location flag indicates...

PROCESS ONE:

```
* *
NOTEQ 13 10; not controlling John?
ZERO 14; is he alive?
COPYFO 11 1; place object at specified
location
* *
NOTEQ 13 20 ZERO 15 COPYFO 12 2; as
above but for Helen
```

This routine is merely the bare bones. You may want to provide your characters with some attributes, such as morale, strength, stamina etc, in which case each PSI could have its own store flags to hold these values and be exchanged between such flags and some work flags whenever the player assumed control of another character. In that way, one set of processes could be used upon the attribute flags for all characters when under player control rather than a separate process for each.

If any of the above is not clear, contact Mark at 112 Upperwoodlands Road, Bradford BD8 9JE. He won't be able to answer each and every *PAWS* question, so don't inundate him with all your programming queries.

KET KORNERED

A lot of you have been asking me questions lately about *Mountains Of Ket*. Which is all very well, but even I've had trouble with a handful of them. Hard to believe, dear hearts, I know, but true. So, lo and behold, who should come charging to my rescue but that solver supremo Tom Frost. And here's his solution...

N, GET CHAIN, S, S and hear "TALPS" (if not, go S-N-S until you do). E, E, N, N, BUY AXE, S, S, S, CHOP LOG, GET LOGS, N, N, E, N, GIVE LOGS, READ MAP, S, DROP MAP, W, N, SELL AXE, BUY POTION AND LAMP, DRINK POTION, S, S, W, BUY AND RIDE HORSE, E, S, E, N, N, E, E, GET DICE, W, S, E, E, GET BEARD, DISMOUNT HORSE, LIGHT LAMP, S, W, GET FOOD, E, S, W, FEED DOG, GET DOG, E, N, TIE DOG, DROP BEARD AND DICE, S, E, GET WAND, W, N, E, E, SAY POLO, E, GET AND READ GAZETTE, W, S, SAY TALPS, S, GET BOTTLE, D, FILL BOTTLE, S, GIVE GAZETTE, N, U, N, N, W, DROP GOLD, DROP BOTTLE AND SWORD, GET DICE, E, S, S, S, S, SAVE, PLAY DICE, Y (press any key and if dice game lost then LOAD and play again 'til won).

N, N, N, N, W, DROP DICE, GET BOTTLE, E, E, SAY POLO, E, S, S, U, POUR OIL, OPEN DOOR, W, W, SAVE, N and fight. Don't take the escape option. If you lose a lot of energy points then LOAD and go through fight sequence again.

GET RING, S, D, GET CLOAK, U, E, OPEN DOOR, E, D, W, GET NECKLACE, E, N, N, W, W, DROP RING AND NECKLACE, DROP CLOAK, E, E, SAY POLO, E, E, S, FILL BOTTLE, GET DIAMOND, SAVE, N and fight. As before, LOAD and fight again if you lose energy points.

W, S, S, U, OPEN DOOR, W, W, D, S, SAVE. In any fight with the dragon, take the first possible escape option then take the appropriate direction. E, S, S, S, DRINK ELIXIR, S, GET HAT, N, N, N, N, N, GET BRACELET, S, W and if energy level is now unacceptable just LOAD and try again from last SAVE position.

N, U, E, OPEN DOOR, E, D, N, N, W, W, DROP BRACELET AND DIAMOND, DROP BOTTLE, WEAR HAT, GET AND WEAR CLOAK, GET AND WEAR BEARD, S, S, S, GET ARMOUR, N, N, N, DROP BEARD, DROP HAT AND CLOAK, GET AND WEAR RING, WEAR ARMOUR, S, S, DROP LAMP, S, D and Y if you wish to load the next part.

GENERAL NOTES

- For foreign adventures, a Polo is an English mint sweet, so you must SAY POLO at the mint wall.
- Do not initiate a fight with anybody or anything.
- It's possible to accumulate a high energy level to carry forward to the next adventure in the trilogy, *Temple Of Vran*.
- You will drown at the lake if you carry too many items.
- The effect of the elixir is only just sufficient for the moves indicated.
- Any items that are dropped and then taken by the rats are found in the maze.
- There's no apparent method of ensuring a victory in the dice game with the ogre.
- TALPS is merely "SPLAT" spelt backwards, *Splat* being an earlier arcade game from the same publishers, Incentive.

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If you want to know a smidgeon more about the games, then *Number 6* is based on the cult TV series *The Prisoner*; *Virus* is a Dr Goo adventure well reviewed in the past; and *Once Upon A Lily Pad* is a chucklesome little tale of life as a frog.

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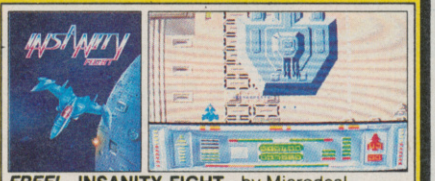

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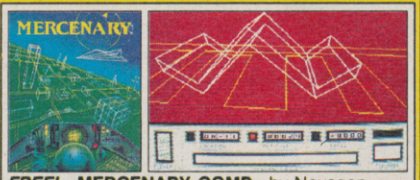

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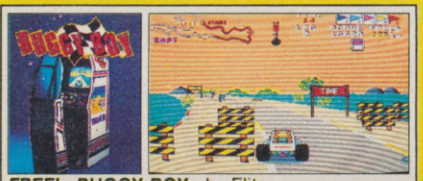

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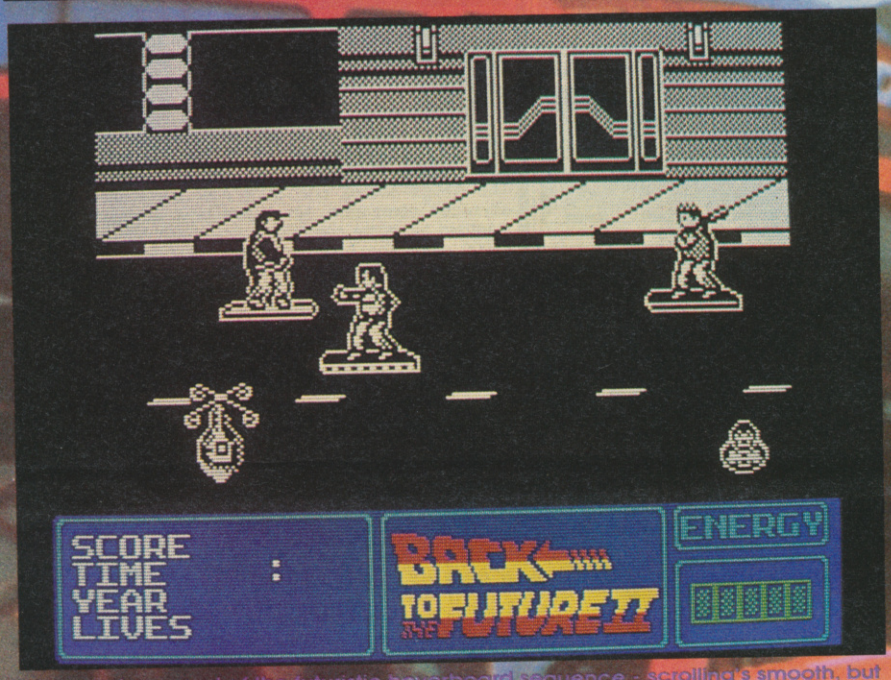
BACK TO THE

"So who went to see *Back To The Future II* then?" asked Matt for the fifth time in one morning. Everyone sniggered and shook their heads in unison. (It wasn't that they hadn't seen it as such, just that they couldn't for the life of them remember what it was meant to be about!) Just then JONATHAN DAVIES walked in, rubbing his eyes. "Um, I did," he admitted inadvisably. "Hah! In that case you can do the preview of the Imageworks Speccy version!" the office chorused. So he did...



Here we have part of the futuristic hoverboard sequence - scrolling's smooth, but what's that funny helicopter thing in the bottom left corner? (We haven't a clue!)

Let's start with the same question, eh? Hands up those of you who've seen *Back To The Future II*. Hmm. Quite a lot. Now hands up the ones who can remember what it was all about! Aha! Just as I thought. Sure, it was a lot of fun in a hyperactive, all-American sort of way, but actually working out and following the plot (let alone remembering it all afterwards) was a task beyond most of us. Still, with a bit of help from the Imageworks folk, I eventually managed to piece it all together, and here it is...

BACK TO THE FUTURE II – JUST WHAT WAS IT ALL ABOUT THEN? Well, basically it was the same as the original *Back To The Future*, just more so. There were lots of swish time-travelling cars, lots of people running around shouting "Aw, shoot!" and muttering things about high school proms, root beer and Classes of '55, lots of very young actors made up to look like they're 75, and lots (and lots) of shots of Michael J Fox *(Squeeeeal! Girlie readers)* stumbling around looking bewildered. Everything happened at breakneck speed, the plot twisted and turned every five minutes, and everybody kept zooming backwards and forwards in time, just to make things even more ultra-confusing.

Basically young Marty McFly (Michael J) runs into the wacky Doc Brown (his co-star in the first film), who waves his hands about a lot and yells "It's your kids, Marty! Something's got to be done about your kids!". Eek! The apparently happy ending of part one actually wasn't that happy after all! So Marty, his girlfriend (who spends the entire film unconcious!) and the Doc return from 2015 to find that their time-travelling high jinxes have altered the present again (1985) – this time it's become a Las Vegas-like helltown, controlled by a middle-aged version of Marty's old enemy, Biff Tannen. And he's now married to – gasp! – Marty's mother! To fix it all Marty and the Doc have to zoom back to '55, zoom forwards to 2015, and

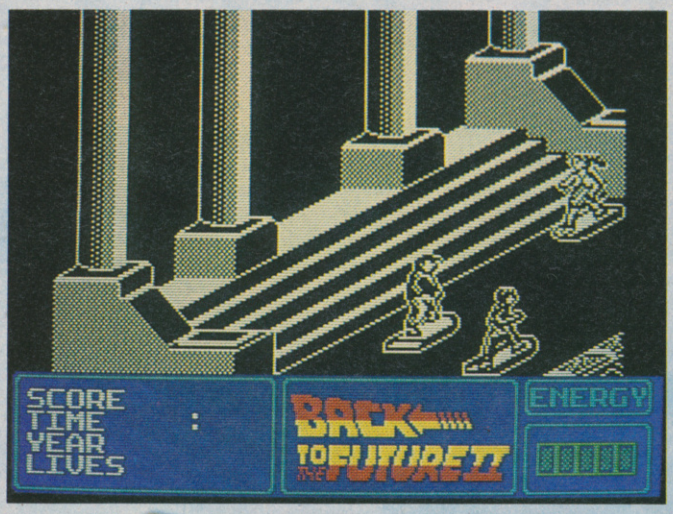
Right, we kick off in the year 2015 with a reworking of the original skateboard chase from the first film, but souped up with futuristic hoverboards. Marty is trying to escape from arch-enemy Griff (son of Biff, and exactly the same except even stupider!) and his equally useless gang, who've mistaken the time-travelling McFly for his gormless son-to-be. Blimey!

The version we've seen has the scrolling completely worked out (it's very smooth, and works both horizontally *and* diagonally) and Marty can be made to weave around all over the shop, jump over things (like cracks in the road) and, best of all, beat people up! When the whole thing's finished it should be possible to actually grab onto cars as they go past too! There'll be things to pick up as well, including Pepsi cans and Nike shoes (like the movie, *Back To The Future II – The Game* features prominent product placement!), which will give you extra speed, energy, acceleration, punching power, rotten teeth, the list is endless...

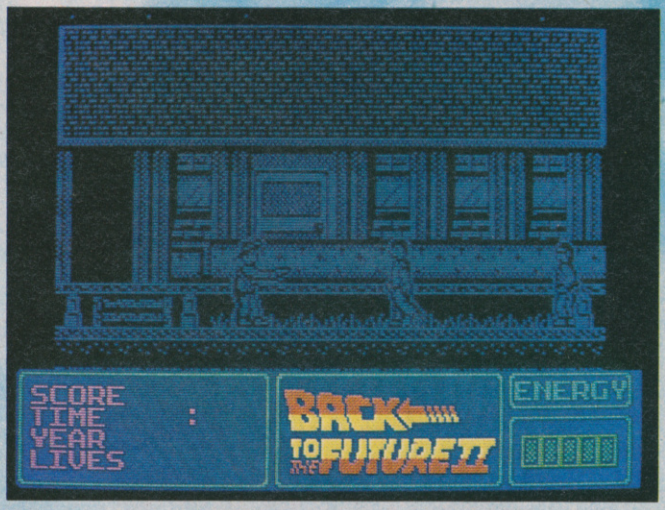
This is the first of the two non-arcade sub-games, and Jennifer's the one in trouble this time. She's your girlfriend (in case you'd forgotten), and has been whisked off back to her home of the future by the police, who've found her unconcious in a side street. The catch is that she's already there. Eh? Never mind. (These things happen with time travel.) Anyway, the thing is that if she bumps into herself, or any members of her family, there'll be an awful hoo-hah! So you've got to get her out before she does, using a little pointy-thing to open and close doors and sort of guide Jennifer out.

It's a logic puzzle really, the trick being to get the optimum combination of open and closed doors as quickly as possible. The room layout will be picked at random from one of four, just to confuse things. The good news is that things can only get better on this level – you can't lose energy, only gain it.

FUTURE II



More of the hoverboard sequence – notice how the scrolling suddenly switches direction as you skate up the street. Very neat. (Pity you can't jump up onto the City Hall steps though.)



We haven't seen this bit up and running, but this is what the alternative earth 1985 beat-'em-up sequence will look like. Dark blue graphics add to the spooky look, though that hat makes it look more like a cowboy sequence!

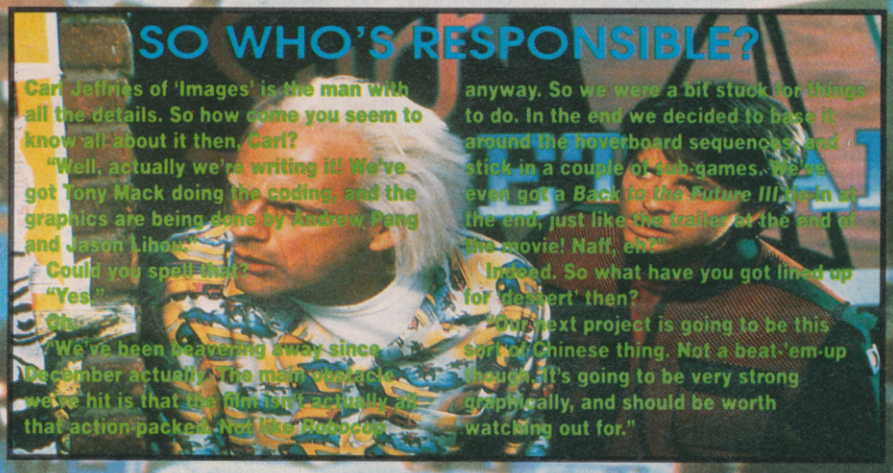
zoom about all over the blimmin' place basically, coming across all sorts of probs along the way.

A rollercoaster action film, yes, but quite a difficult one to convert to a successful computer game, as Imageworks will readily admit. It doesn't really lend itself to a shoot-'em-up à la *Robocop*, and the various action sequences are so spread apart by time, place and new bits of plot that the whole thing could easily end up feeling disjointed.

That having been said, Imageworks has tried to stick as closely to the plot as possible, with a traditional multi-part (and doubtless multiload) arcade adventure. It's a collage, as it were, of little bits and pieces from the movie – the programmers have picked out five 'missions' (the best sequences) and turned them into little arcadey things. Three of them tie into each other fairly closely, while the remaining two are kind of bonus puzzle levels.

And – spook! – from what we've seen they've managed to do the very best of a pretty difficult job. Bravo!

SO WHO'S RESPONSIBLE?



Carl Jeffries of 'Images' is the man with all the details. So how come you seem to know all about it then, Carl?

"Well, actually we're writing it! We've got Tony Mack doing the coding, and the graphics are being done by Andrew Pang and Jason Lihou."

Could you spell that?

"Yes."

Go on.

"We've been beavering away since December actually. The main obstacle we've hit is that the film isn't actually all that action packed. Not like *Robocop*

anyway. So we were a bit stuck for things to do. In the end we decided to base it around the hoverboard sequences, and stick in a couple of sub-games. We've even got a *Back to the Future III* bit in at the end, just like the trailer at the end of the movie! Naff, eh?"

Indeed. So what have you got lined up for 'dessert' then?

"Our next project is going to be this sort of Chinese thing. Not a beat-'em-up though, it's going to be very strong graphically, and should be worth watching out for."

FAX BOX

Game	*Back To The Future II*
Programmers	Images
Publisher	Imageworks
Price	£9.99 cass/£14.99 disk
Release date	July

MISSION 1

It's 1985 again. Phew. But yikes! Everything's gone weird. (This is an alternative time-stream version of '85 created by Marty's time-travel meddling.) The whole place is run down, with 'undesirables' everywhere. You'd better find Doc (and fast). Sounds like a job for... a beat-'em-up! Yup, here we go again.

It's a scrolling one, with dark, hopefully quite atmospheric graphics to get you into the mood of the alternative 1985. You've basically got to punch and kick your way through all these horrible punks and skinheads and make it to the end. Here you'll bump into Biff himself, who's got a gun. Blimey!

MISSION 2

It's the other puzzley thing, and now we take a gigantic leap backwards – to 1955, in fact. I don't quite get this bit. I quote – "You must put back together the animated scene of the band and Marty on stage singing *Johnny B Goode* from the first film." Erm, right. What this amounts to apparently is a sliding block puzzle, which you (as the other version of Marty watching the whole thing) must control using a pointer.

Originally, the programmers were going to have a crack at doing something with those sandbags above the stage. But, er, they couldn't think of anything. So instead we find ourselves trying to reassemble the band. The catch is that they're fully animated, and dance about all over the place, so it's harder than you might initially think. An added bonus is that Imageworks has secured the rights to *Johny B Goode* (the tune the band played in the film), and the original song will be fully Spectrumised. Hurrah!

The quicker you get through this part, the more points and energy you'll accrue. So it's certainly worth having a good crack at!

MISSION 3

Finally it's hoverboard time again. You're chasing Biff to try to get the almanac (a key prop) because what you thought was the almanac actually isn't, so you haven't got it after all. Or something like that.

This bit's going to be pretty much the same as the first section (but with the graphics changed round, since it's 1955 again). Once you get to the end though you've got to tackle that rather hairy scene where you're hanging off the side of Biff's car, trying to get hold of the book. It's blimmin' murder!

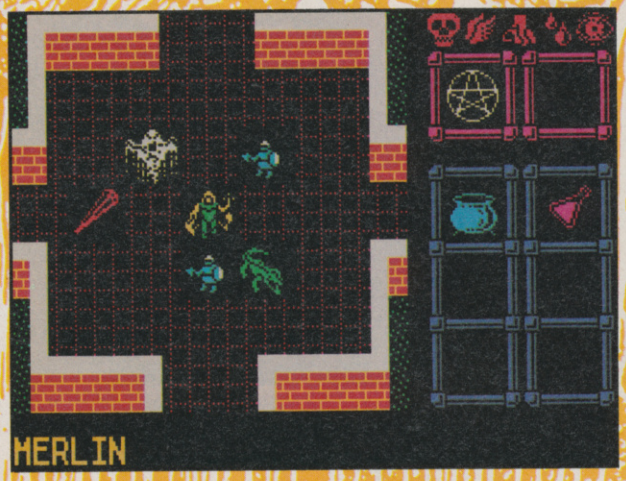
LORDS OF CHAOS

YOUR SINCLAIR MEGAGAME

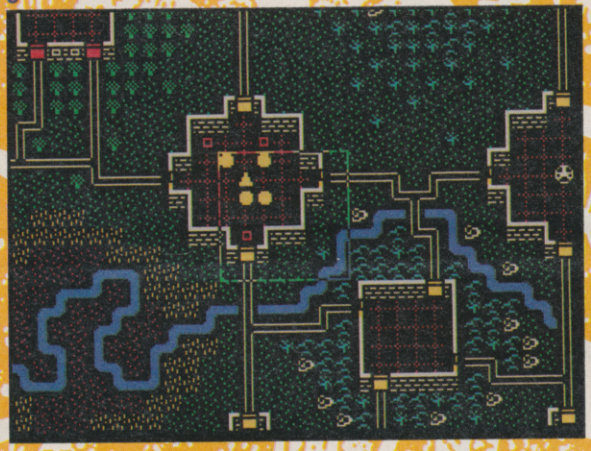
Blade/£9.95 cass/£14.95 disk

Davey "Don't worry," quoth Matt, handing me a manual as big as the collected works of Mills And Boon. "It's not as complicated as it looks." Gulp. As a rule of thumb, flight sims and strategy games have big manuals, and *Lords Of Chaos* certainly falls into the latter category. Of course, you'll know this already if you read Macca's Megapreview a couple of issues back. Anyway, off I trolled, game and paperwork in hand, to load up my humble Spec. So what's it like? Blimey, steady on, give me a chance...

Right, here we go... *Lords Of Chaos* is the product of the feverish brain of Julian Gollop, he of *Laser Squad* fame. It's a sword and sorcery epic in which you get to play a wizard either against the computer or with up to three pals. There are three scenarios, each of which gets progressively more tricky. Basically you've come from another world called Limbo (nice name, isn't it?). Each scenario takes you to a different world where you have to perform various tasks before a portal appears through which you can leg it back home. Your main challenge is to stay alive (!), but other tasks include collecting treasure, fighting beasties and duffing up other wizards. If you survive a game you're then able to benefit from your experience – you're rewarded with experience points, and you can then spend them building up on the various attributes of your wizard.



"Show me a home where the buffalo roam..." Perhaps summoning all these animals into the middle of my wizard house wasn't such a good idea after all. They certainly aren't toilet-trained!

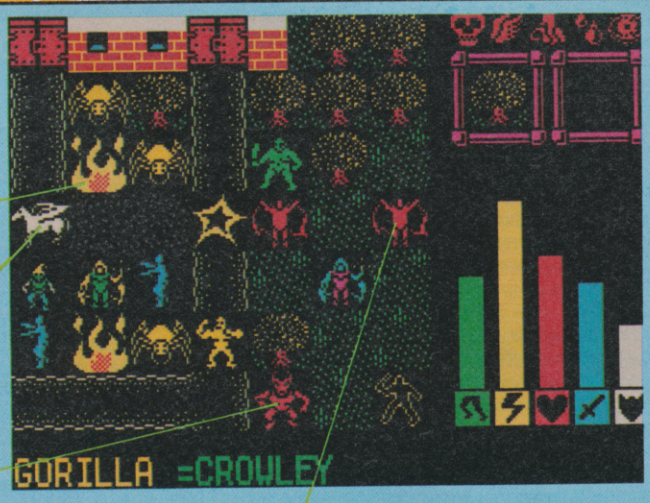


Here's a panoramic aerial view of the battlefield, with a box drawn round the 'zoom-in' bit if you want to study things in a bit more detail. Makes you feel airsick just looking at it, doesn't it?

Dungeons And Dragons fans will recognise this feature, and be pleased to hear that much of the game system is akin to *D&D*. You can start a game with a wizard created by the computer, or else use the rather unique Wizard Editor to create your own. Each wizard has a set of attributes and knows certain spells. Furthermore, each spell – and there are 45 in all! – can be mastered at different levels. You will also be able to make potions by finding ingredients like mistletoe, ambergris and holly and bunging them all into a steaming cauldron.

After getting this far into the game you'll hardly be wanting to start again, will you? Good job then, Spec-chums, that you get the facility to save games and characters onto disk (or tape) for future use. The graphics are nice and colourful, and some of the little sprites are animated. There's even some sound when you zap creatures with spells, but actual combat is all worked out by the computer in a silent, orderly sort of fashion. All in all, there's lots (and lots and lots!) of depth here – real value-for-money stuff. Starting with just your wizard you soon conjure up hordes of mystical creatures who you then take control of. Some of the creatures can fly, some can walk, and basically you get to boss them all around. Hurrah! Find yourself some treasure, locate weapons, turn them into magic weapons, get out there and kick bottom.

And that's it really. A whopper of a game – perhaps not the kind of fodder to keep die-hard arcadesters happy, but *D&D* fans, sword and sorcery nuts and strategy enthusiasts will absolutely lap it up. If you fall even vaguely into any of these categories then you'll certainly want to check out *Lords Of Chaos*.



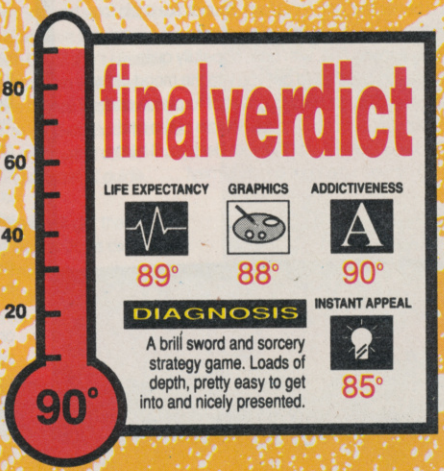
Fire is very handy indeed for roasting things, as any budding Boy Scout should know – marshmallows, pigs, people. But here you don't even need a box of Swan Vestas to start one!

This winged horse thingy is one of the groovy flying creatures. You can hop onto one of these to fly over tricky terrain (and trouble).

The second 'hardest' beastie you'll encounter is a Demon. Best to leg it!

Vampires spell trouble too! They're one of the undead contingent and can only be harmed by magic weapons, spells or other undead creatures.

finalverdict



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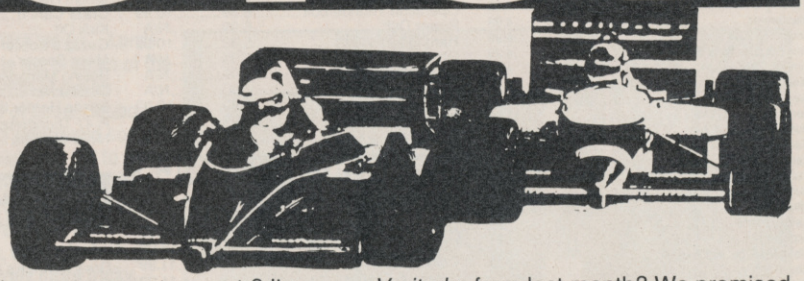
PROGRAM PITSTOP

After months of making do with a scrappy photo booth picture for Pitstop, JONATHAN DAVIES eventually consented to have a proper snap taken. The result? Exactly the same!



Sub-zero temperatures, eh? I'm freezing at the moment. Have you ever tried typing when your hands are all cold? It's weird. You know which keys you want to press, but your fingers just seem to float all over the place. It's a shame, really, as it was so nice and sunny today. Perhaps I'd better close the window.

Right, so what have I got lined up for you this month? Well, ahem, there's a teensy-weensy little problem. Remember *Variturbo* from last month? We promised you the second instalment this ish, right? Well, er, due to 'unforeseen circumstances' I'm afraid you're all going to have to sit tight until next time. But all is not lost! Just take a gander at this spanking double bill – first we've got **Rick O'Neill** delivering another fab message scroller, *Swiss Scroll*, and then **Gordon Murray** with his *One-Line Fight Simulator*. It's may not be *Bomber* but it's pretty wazzy all the same. Bravo!

SWISS SCROLL

by Rick O'Neill

Actually, Rick O'Neill isn't from Switzerland, and neither is his scroller. They're both live in Scotland, and a good thing too.

You may remember Antony Purvis's message scroller from, oooh, way back when. Well, this is the same sort of thing, only different. It's similar in that it scrolls messages, and that the messages are really big, being formed in the attribute file. The difference, though, is that these messages are BIG. Yup, they fill up the whole screen. Also, they're not interrupt driven so, while not being quite as versatile as the first one, the program is a touch shorter and easier to use.

The 'getting it in' routine is the same as usual – type in the basic and save it onto a tape. Then, using the Hex Loader, type in the Hex and save that after the basic. Run the program and you'll be given a demo.

To make use of the routine in your own programs you'll need to type what you want scrolled into a REM statement at the beginning of your program. You can use all the usual characters and also colour control codes (there were some quite fetching ones in the demo, but sadly they didn't print out). Then POKE SCRL+1, LINE and RANDOMIZE USR SCRL, where SCRL is the start address of the routine and LINE is between 0 and 255 (the number of the REM line).

Basic Bit

```
   1 REM          YOUR SINCLAIR
presents . . . . A  FULL SCREEN
 scrolly message program . . . .
                Program Writ by
Wrick
   2 REM
   3 REM        Put your own mes
sage in line 2!
   4
 100 LET SCROLL=9010
 110 POKE 23693,71: BORDER 0: CL
S : GO SUB 9000
 115:
 120 FOR a=USR "a" TO USR "a"+7:
 READ b: POKE a,b: NEXT a
 125:
 130 DATA 124,254,b,b,b,b,124,0
 132:
 150 LET LINE=1: GO SUB SCROLL
 160 LET LINE=2: GO SUB SCROLL
9999 GO TO 10000
9000 LET SCRL=65024: RETURN
9010 POKE SCRL+1,LINE: RANDOMIZE
 USR SCRL: CLS : RETURN
9020
9800 GO SUB 9000: CLEAR SCRL-1:
GO SUB 9000
9805 LOAD ""CODE SCRL
9810 RESTORE 9860
9815 FOR A=1 TO 3
9820 READ DS,VAL
9830 LET AD=VAL+SCRL
9835 LET DS=DS+SCRL
9840 POKE DS+1,INT (AD/256)
9845 POKE DS,AD-256*PEEK (DS+1)
9850 NEXT A: RUN
9860 DATA 170,4,214,4,253,121
9870
9999 GO SUB 9000: SAVE "BIG SCRO
LL" LINE 9800: SAVE "SCROLLY"COD
E SCRL,256
```

Hex Loader

```
  10 REM General Hex Loader
  15 REM When typing in hex,
  don't put in the spaces, and
  type "STOP" (S/Shift + A) when
  you've finished.
  20 POKE 23658,8
  30 INPUT "Start Address: ";sta
rt
  40 POKE USR "a",INT (start/256
): POKE USR "a"+1,start-256*INT
(start/256)
  50 CLEAR start-1
  60 LET start=256*PEEK USR "a"+
PEEK (USR "a"+1)
  70 INPUT "File Name: "; LINE +
$
  80 LET q=start
  90 LET cs=0
 100 PRINT AT 0,0;"Address ";q
 110 INPUT (q);": "; LINE a$
 120 IF a$=CHR$ 226 THEN  GO TO
320
 130 IF LEN a$<>16 THEN  GO TO 3
70
 140 LET f=0: FOR j=1 TO 16
 150 IF (a$(j)<"0" OR a$(j)>"9")
 AND (a$(j)<"A" OR a$(j)>"F") TH
EN  LET f=1
 160 NEXT j
 170 IF f=1 THEN  GO TO 370
 180 FOR n=0 TO 7
 190 LET y=CODE a$(1)-48: IF Y>9
 THEN  LET y=y-7
 200 LET z=CODE a$(2)-48: IF z>9
 THEN  LET z=z-7
 210 LET va=16*y+z
 220 LET cs=cs+va
 230 POKE q+n,va
 240 PRINT AT 2,n*3;a$( TO 2)
 250 LET a$=a$(3 TO )
 260 NEXT n
 270 INPUT "Checksum: "; LINE a$
 280 PRINT AT 2,25;a$
 290 IF VAL a$<>cs THEN  GO TO 3
70
 300 CLS
 310 LET q=q+8
 315 GO TO 90
 320 CLS : PRINT '"REMOVE EAR LE
AD, THEN START TAPEAND PRESS ANY
 KEY TO SAVE CODE"
 330 PAUSE 0: POKE 23736,181: SA
VE #$CODE start,q-start
 340 CLS : PRINT "VERIFYING..."
 350 VERIFY #$CODE
 360 CLS : PRINT "OK.": PAUSE 0:
 STOP
 370 PRINT AT 15,0;"ERROR": BEEP
 .1,-20: GO TO 90
```

Hex Bit

```
65024 3E 01 18 08 00 00 00 00 =95
65032 00 00 00 00 4F 2A 53 5C =296
65040 11 00 00 19 23 46 23 5E =276
65048 23 56 23 79 90 D8 20 F3 =912
65056 7E FE EA C0 23 E5 AF D3 =1456
65064 FE 21 00 40 11 01 40 01 =434
65072 FF 1A 75 ED B0 3E 02 CD =1080
65080 01 16 AF 32 8F 5C 3E 16 =567
65088 D7 AF D7 AF D7 01 C0 02 =1190
65096 3E 90 D7 0B 78 B1 20 F8 =1009
65104 AF CD 01 16 AF 32 8F 5C =863
65112 3E 16 D7 AF D7 AF D7 06 =1085
65120 40 3E 90 D7 10 FB D9 3A =1027
65128 8D 5C 47 E6 07 C6 40 4F =682
65136 78 E6 38 0F 0F 0F 47 D9 =739
65144 E1 7E FE 0D C8 FE 20 30 =1152
65152 19 23 FE 11 28 0D FE 10 =654
65160 20 EF 7E C6 40 D9 4F D9 =1172
65168 23 18 E6 7E D9 47 D9 23 =955
65176 18 DF FE 80 D0 E5 6F 26 =1215
65184 00 29 29 29 ED 5B 36 5C =597
65192 19 11 04 FE 06 08 7E 12 =458
65200 23 13 10 FA D9 EB D9 3E =1051
65208 08 08 76 01 00 06 0B 78 =272
65216 B1 20 FB 21 01 58 11 00 =599
65224 58 01 FF 02 ED B0 21 1F =823
65232 58 11 20 00 D9 21 04 FE =645
65240 D9 06 06 D9 78 CB 16 30 =841
65248 01 D9 23 D9 77 19 77 19 =662
65256 77 19 10 EF 08 3D 20 C9 =701
65264 D9 EB D9 E1 3E 7F DB FE =1556
65272 CB 47 C8 23 C3 79 FE 00 =1079
STOP
```

ONE LINE FLIGHT SIMULATOR

by Gordon Murray

Flight sims, eh? They're the biz! There's *Fighter Bomber* and *Chuck Yeager's Advanced Flight Simulator*, to name just two – real reach-for-the-skies (right) stuff. But wait, what's this? *One Line Flight Simulator*? Could it be that a home-grown effort is about to rewrite the rule books and lay down its revolutionary new standards for all future flight sims to equal? Well, no actually. As you might expect the title is wildly exaggerated. But Gordon Murray's program ain't half bad, and as it's so short you've got no excuse for not giving it a try. Go on, get on with it.

```
  10 LET a=PI/4: FOR r=1 TO 70:
PLOT COS a*r,SIN a*r: DRAW 15,15
: LET a=a+0.8: NEXT r
```

PHEW!

Right, that's your lot – another Pitstop draws to a close, and it's time to look forward to the next one. And what's it going to contain? Haven't the foggiest – that's up to you. So get your Speccy warmed up, diddle around with the keys and see what you can come up with. Oh, and if you do manage something mildly interesting then send it to me on a tape – it makes life a lot easier at this end. The address to write to is Jonathan Davies, Progam Pitstop, *Your Sinclair*, 30 Monmouth Street, Bath BA1 2AP. There'll be prizes, of course.

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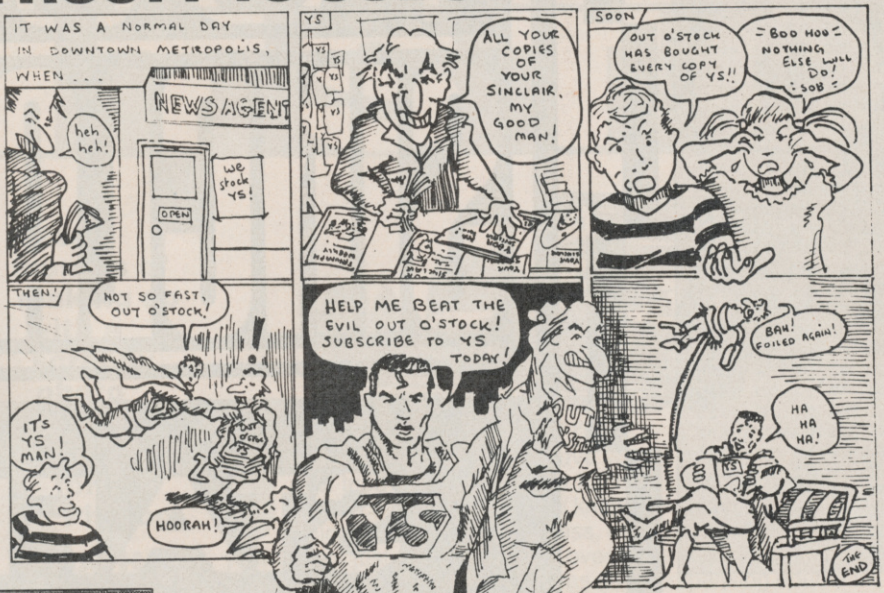

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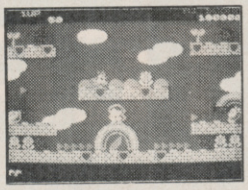

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Grandslam

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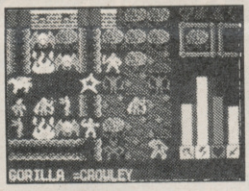
Blade



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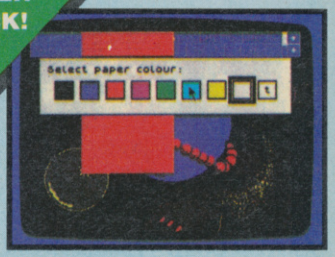

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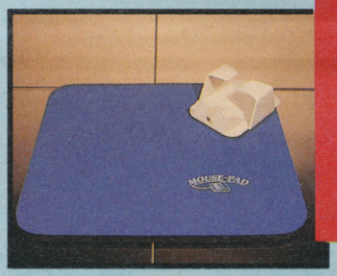

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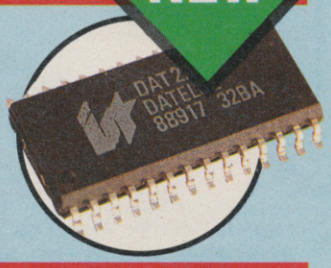

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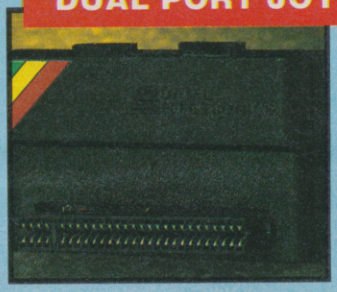

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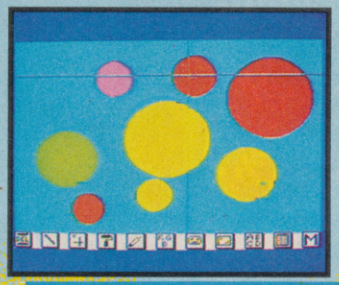

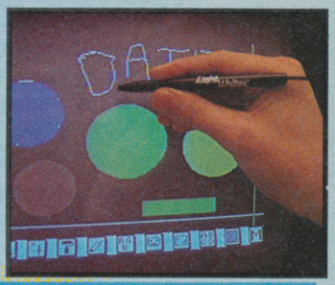

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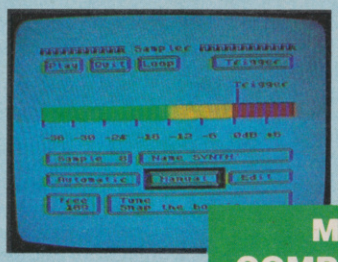

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Jonathan Da-daaa! Here's the one we've all been waiting for – the world's first scrolling horse-'em-up! And is it a load of manure? Neigh! In this case, four legs are certainly better than two. In fact, it'll probably shoot straight to the top of the Gallop chart! *Dynasty Wars*? It's my mane game! Last month's Megapreview should have set you in good steed, but I don't want to saddle you with something you're not going to enjoy so let's give it a thorough brushing down. I won't take too long though as I've got to hurry back to Canter-bury tomorrow!

Ahem. The idea is that you're one of these eastern warrior types, mounted on a horse, and you've got to ride through eight scrolling levels killing other eastern chappies and collecting things. You've got four blokes to choose from – Shang Fei, Liu Bei, Kaun Yu and Shao Yun. Quite a line-up really. Your choice is made harder as not only do you have to find one with a name you can pronounce, but you've also got to weigh up their pros and cons. They've all got different characteristics, you see, so it's up to you whether you go for a brainy one or a muscley one. Then, of course, Player Two will also need someone to control (assuming, that is, there is a Player Two). It's one of those simultaneous two-player jobs, so it might be worth trying to work out some sort of 'matching pair'.

Here's a typical battle in progress. There are arrows everywhere, and some chaps with swords creeping up from behind.

DYNASTY WARS

Put your horse into 'First' and off he'll trot. The landscape scrolls along to keep up, and everything's lovely. But suddenly, as if by magic, a whole load of baddies appear! Oh no! It's time to bring your big rod thingie into play. With a defiant cry you bring your thumb down onto the Fire button, your bloke raises his stick and a little energy bar at the bottom of the screen starts climbing up. Release the button again and a jet of flame shoots across the screen, its ferocity dependent on how long you held the button down for (just like *R-Type* really). It's either that or you can just tap it, giving them a quick prod in the eye. Occasionally I found it tricky to actually hit anything at all, which may well be a slight glitch in the collision detection. Or maybe I'm just completely crap.

There are all kinds of baddies to deal with, ranging from little chaps with swords through to archers and even horsemen. And, um, that's it. There are only three kinds actually. But they're very nicely done. The swordsmen can be blown away by the truckload with no further thought, but the archers are a bit more tricky. They appear in groups, dot themselves around the screen and then start chucking hundreds of arrows at you. They're devils to get rid of too. And the mounted guys are another kettle of fish altogether. They get their own energy bars and everything, and a huge battle is guaranteed whenever they appear.

Oh yes, the things to collect. These include energy bubbles and extra weapons. The latter act as smart bombs, unleashing barrages of either firebombs or boulders on the enemy.

The graphics in *Dynasty Wars* are undoubtedly its big selling point. Those horses are corkers – their legs move properly and its amazing that no-one's done anything like this before. Horses are miles more fun than spaceships. And the backgrounds are pretty nifty too. Although they're massively detailed you don't tend to get lost in them like in some other games. Everything's in dullsville monochrome, naturally, but most of you will've resigned yourselves to this sort of thing years ago.

The problem however (here it comes) is that there isn't actually that much to do. I'm sure you know what I mean. One level is pretty much like another. And the same with the baddies. But, looking on the bright side, the two-player option is good fun.

It's a good conversion of the coin-op, the graphics are ace and the horses are currently the best on the Speccy, but whether or not you'll 'get hitched' to it is another matter. Worth very much more than a passing glance though.

Here I am with my shoot-o-meter wound up 'to the max', ready to lay on some flames. That looks like an ancient oriental pylon in the background.

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
61°	93°	75°

DIAGNOSIS A brilliant scroller horse-wise, but slightly questionable in the old durability department.

INSTANT APPEAL 92°

■ Cheetah 125+ joystick, 128K Spectrum, excellent condition, plus £300 worth of software. Sell the lot for £320 ono. Phone Steven Gooding on 0395 68303. Oh yeah, and I'm chucking in heaps of mags as well.

■ For sale – ZX printer with paper, wafadrive with wafas and books. £60. Contact Deane at 18 Tivoli Crescent, Brighton BN1 5ND. Buyer collects.

■ 007 Interface, saves games, programs to microdrive, and backs up games to tape at three speeds. Costs £5, will post. Contact Derek Morgan at 18 Mill Lane, Old Skelmersdale, Lancs WN8 8RH or phone 0695 31163 weekends.

■ Alphacom 32 line printer for sale, £50, includes three rolls of thermal paper. Also Multiface 1, £20, still under guarantee. Makes great package for printing screens. Tel 0786 70553.

■ Spectrum 128K +2 for sale – includes Cheetah joystick, manual, plus over £300 worth of software. Also many POKEs and tips – all for £100. Phone Chris on 0732 862071.

■ For sale, +3. Comes with manual, computer tape leads, *OutRun* and *Thunder Blade* on disk. Excellent condition. Phone Bolton 50464 after 6pm.

■ Spectrum 48K, dual Kempston joystick, Quickshot tape recorder, £120 of games, loads of mags, instructions books etc. Worth around £300, sell £150. Phone Dale on Sheffield 0742 620139 after 4pm.

■ Bargain! Spectrum +2 for sale, excellent condition. Also joystick and £100 worth of games and mags, all for only £130. Telephone Cardiff on 0222 552695 now!

■ Spectrum +3 for sale, Multiface 3, cassette and lead, over 200 games and 50+ mags. Excellent condition. Phone Andy on 07374 2232.

■ 48K Spectrum, Alphacom 32 thermal printer and paper, lightpen, Kempston Interface, Cheetah 125+ joystick. £150. Phone Philip on 0423 871509.

■ Spec +2A for sale, still boxed with lightgun and lightgun games. Also 43 other games incl *Taito Coin-Op Hits*. All for only £125. Contact Arshad Mahmood, 162 Ramsey Street, Rochdale OL16 2TW.

■ For sale, Spec +3, still boxed, includes £55 of games on disk, £90 on tape, tape lead, tape recorder and joystick. All for £200. Contact Alistaire on Burs 8213732.

■ Spectrum +2, over £500 of games, lightpen, mouse, Multiface 128, Kempston Interface, disk drive plus disks, joysticks and all leads. £250 ono. Tel 02302 2099 evenings only.

■ Spectrum for sale, 128K +2, with over £100 of games. Worth £230. Offers (around) £50. Ring Mike on 0344 883511 (Ascot) after 3.30. Please hurry.

■ Spectrum 128K for sale. Very good condition, all leads, lots of mags, joystick, games and manual – £135 ono (bargain). Ring Chris on 0278 789638 after 4pm.

■ Spectrum +2, boxed, £1,100 of software including *Untouchables, Robocop, Op Wolf* and many more. All originals – £80. Mags and joystick, worth £1,300, sell for £400. Contact Fraser on 044582 315 or write to 16 Laide, Achnasheen, Ross-shire IV22 2NB.

■ Lightpen £10, Sinclair printer £25, Sharp PC1211 with miniprinter £50, infra-red joystick £12, multiprint Interface (new) £25, large joystick with interface £10 or will swop for mouse. Tel 0642 598935.

■ For sale, Spectrum +3, Multiface 3, £1,000 worth of software, mags, tape recorder, original box, blank disks. Worth over £1,500, will sell for only £350 ono. Phone 0604 648094 and ask for Mark.

■ Speccy +2 with joystick, over £200 worth of games and all connecting leads. Offers over £100. Phone 0403 732663 (West Sussex).

■ Spectrum 128K +2, with two joysticks, Kempston Interface incl printer, with over 50 games. Worth £250, sell for £120. Phone 0222 795705 after 4.30 or write to 102A Wentcoog Road, Rumney, Cardiff.

■ Spectrum 48K, two joysticks, interface, 60+ games including *Robocop, Barbarian I & II*. B&W TV included. £300. Simon Rose, 13 Shortedge, Sturminster Newton, Dorset DT10 1AD.

■ Spectrum 128K +2, joystick, 100 games, excellent condition – £85 ono. Also printer interface, word processor as new with instructions. £30 ono. Phone 021 7492710, ask for Philip.

■ Speccy +2, less than one year old, with joystick, and over £400 worth of games including *Rainbow Islands, X-Out, Chase HQ, Op Thunderbolt*. Boxed as new, only £180. Call Daniel on 0606 551573 after 7pm.

■ Spectrum +3, joystick, loads of games on disk and tape, Multiface 3, manual and all leads etc. All in excellent condition for only £150. Tel 0535 44699.

■ For sale – Spectrum, only £20, Currah speech unit £10, Cheetah joystick plus interface only £10. Contact Anthony Rushton, Well Cottage, Whitchurch Road, Bunbury, nr Tarporley, Cheshire CW6 9SH.

■ Spectrum +3, Multiface 3, tape recorder, Cheetah 125+ joystick, £200 of disk and tape games incl *Chase HQ, Hard Drivin', Power Drift*. £230. Contact Rob on 0924 267174 after 7pm weekdays.

■ Spectrum + for sale incl £1,250 of games. Also loads of magazines and books, joysticks, cassette player, interface, all leads and new keyboards. Only £140 ono. Phone 0234 216889.

■ Spectrum +2A for sale, still boxed, three months old, £45 worth of games (*Batman, Turbo OutRun* and lots of Hit Squad games). Price? £130. Tel 0236 823970 or contact Tony Griffin at 60 South Barr Wood, Kilsyth.

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■ Desperately wanted – *Doomdark's Revenge, Lords Of Midnight* and *The Best Of Beyond*. Write to Richard Cann, 43 Butts Road, Barton-on-Humber, South Humberside DN18 5JF or tel 0652 33396.

■ Wanted! Your unwanted RAM Music Machine, with full instructions, for £25. Write to David Muir, 1 Glamourhaugh Avenue, Huntly AB5 5AS.

■ Pretty please... Has anyone got *Platoon* and *Robocop*? Will exchange for *Spy Vs Spy* and *Streetfighter*. Originals only. Marc Hawkins, Hollybush, Crwbin Kidwelly, Dyfed SA17 4JW. Tel 0269 871285.

■ Urgent! *PAWS* on cassette (with inlay). Will swop games. Phone 0773 76811 after 4pm and ask for Matt.

■ Who's got a Spectrum 48K they want to flog for £30? I only need the keyboard and the leads and I'll throw in a free full-price game too. B-b-b-barg or wot!?! Contact Bryan Wiltshire, 129 Holtye Road, East Grinstead RH19 3ED.

■ I need a Multiface 3. Will swop for Magnum Lightgun and games. Perfect condition. Please write soon to Simon Davies, 18 Tre-nel, Pembrey, Dyfed SA16 0UT.

■ Wanted urgently for Spectrum – *Rebelstar Raiders* (not *Rebelstar 2*). Please phone Martin or Peter after 6.30pm on 0272 780605.

■ Wanted, *The Boggit*. Also *Jekyll And Hyde, Wolfman, Frankenstein* and other good adventures. Contact Darren on 0836 348974 anytime.

■ Mega bargain! My *720°, Treasure Island, Dizzy* or *Knightmare* for your *Endurance* by CRL. Write to David Aitken, 114 Monkland Avenue, Kirkintilloch, Glasgow G66 3BS.

■ Wanted! *Rick Dangerous*, will swop for *HKM, Robocop* or *Altered Beast*. Phone Anthony on (Redditch) 0527 502258 between 5 and 9.

■ Wanted – *Shadows Of Mordor*. Swop any three from *Nightmare Rally, Nemesis, Hive Zoids, Tir Na Nog, Cosmic Wartoad, Impossaball*. Originals only. Vince Corney, 1 St Hellier Avenue, Morden, Surrey SM4 6HY.

■ Wanted Spectrum 128K. Swop for 45 issues of *Your Sinclair*, some software too. I also want pen friends who are into Machine Code and/or QL. Write to Orjon Larsson, Rosendal 18C, S-69153 Karlskoga, Sweden.

■ Wanted – *The National*. Will swop for *Untouchables, Robocop* or *Op Thunderbolt*. Write to Derek, 43 Castleton Way, Aberdeen, Scotland AB2 5TQ.

■ PDT's Edit Programme for *Lords Of Midnight* and *Doomdark's Revenge*, expanded versions preferred. Will also pay cash. Ring 021 557 7953 after 6pm.

■ Wanted *Shinobi, Strider, Cabal, Renegade III* and *The Untouchables*. Swop for *Op Wolf, Continental Circus, Thunderblade, Bubble Bobble* and *Smash Hits*. Phone Oxted 0883 715835 and ask for David.

■ Needed – photocopied instructions for *Thunderbirds* and *Taito Coin-Op Hits*. Also cheats etc for any game. May pay if you send enough. Send to Martin Drinkwater, 12 Springfield, Srokesley, Middlesborough, Cleveland TS9 5EU.

■ Wanted – microdrive plus interface, will swop for Spectrum ZX 48, mint condition. Also wanted, Sinclair printer! Details to Shane Rear, 17 Gwendoline Avenue, Hinckley, Leicestershire LE10 0EY.

■ Have *Stunt Car Racer*, will swop for *WEC Le Mans, World Games, Match Day, BMX Sim* and *Skate Board Sim*. Originals only. Stefan Leck, (0273) 304687.

■ Wanted – *Project Stealth Fighter* (disk), *Mercenary Companion* (disk) and *War Of The Worlds* (tape). Swop *Professional Adventure Writer* (disk). Robert Burns, 20 Ferry Street, Ardwick, Manchester M11 3PN.

■ I need a microdrive and/or cartridges. Tel Blackpool 0253 301875. Local enquiries only.

■ Help! I need a Spectrum 48K (with or without software) and will pay up to £50. If you think you can help ring 0860 245559 and ask for Del.

■ Spectrum 128 +2 with manual, Cheetah joysticks, 70 games incl *Untouchables* and *Batman* plus loadsa mags. Worth £200, sell for £85 ono. Phone 0543 371854 and ask for Wayne.

■ Gimme, gimme, gimme! I want a copy of *Sam Fox Strip Poker*. Fnar fnar!! Cash paid!! Phone Richard, office hours, on 0895 51621 ext 137.

■ For sale – *GAC* and *PAWS*, excellent condition, £22.95 together/£12 each. Also three Freescape games, £10 each, £25 for the set, perfect condition. Phone Ross on 0542 34551 or write to 18 Croigbo Terrace, Buckie, Banffshire AB5 1PT.

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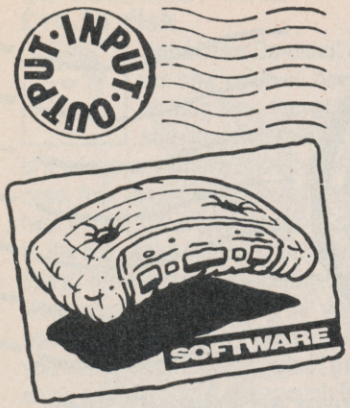
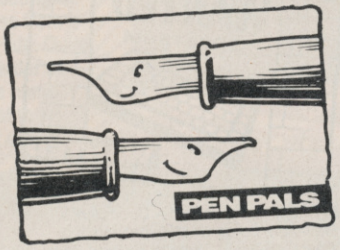


■ Anybody want to swop *Double Dragon, Typhon, Guerilla Worn* or *Renegrade* or *Winter Games* or *Gryzor* or *It's A Knockout (Lumme, make your mind up! Ed)* for *Street Fighter*? Call straightaway – Dawenty, Northants 72508.
■ Will swop *Batman The Movie* or *Double Dragon 2* for *The National, Crackdown* or *Invasion Force*. Write to Shane Bellamy, 510 Cricklade Road, Swindon, Wilts or phone 0793 728274.
■ Unlock your Multiface 3 programs. Load them independent of your Multiface 3. For details send sae to T Summerfield, 27 Baysdale Road, Ashby, Scunthorpe, South Humberside DN16 2QE.
■ Spectrum 48/128K software for sale. Software is worth £80, will accept £20 ono. Contact Alan, 16 Sutton Avenue, Tamworth, Staffs. Tel 63548.
■ I want to swop *Ghostbusters* for *OutRun*. Also have 128K +2 Spectrum to do deal on. Ring Steven on 0277 811894 evenings only.
■ Hardware and software for sale. Games from '82-'90, from 50p upwards, many new, eg *Power Drift, Gazza's Soccer*. Call Adam on 043686 625 outside office hours or write to Inverbeg Inn, Inverbeg, nr Luss, Loch Lomond, Scotland.
■ Do you wanna swop new games? Send me your list or a tape with your newest games (I am not a collector of tapes!). Milan Graf, Vazovova 15, 81107 Bratislava, Czechoslovakia. Who will be faster?
■ Wanted, *WC Boxing Manager* and *Myth*. Will swop for *Project Stealth Fighter, Run The Gauntlet* and *R-Type*. Will also swop *Total Eclipse I + II* for *Dr Doom's Revenge*. Phone 0405 767354, ask for Martin.
■ I have over 1,800 games to swop with you, many of them new. All letters answered. Demetres Anagnostoy, 77 Ippokratous St, Athens, 106-80, Greece.
■ Wanted! Friends from anywhere to swop games (I have over 1,600), POKEs, tips, views. Reply guaranteed to those who write before 2000 AD and include list. 103 Unique Industrial Estate, Prabhadevi, Bombay, India.
■ Are you getting bored with your games? Why not swop with me? Send your list for mine to Matt Rose, 74 Wellington Street, New Whitt, Chesterfield, Derbyshire S43 2BQ.
■ Games for sale! *Twin Turbo V8, 720°, Captain Blood, Thanatos* – £2 each! *DT's Olympic Challenge, View To A Kill, Superted* – £5 each! *Arcade Muscle* – £10! Phone Alistair on 0298 22953.
■ Anyone got *Kick Off* from Anco? Will swop for *Licence To Kill* or *Batman The Movie*. Tapes only. Alan C, 182 Oakbank Road, Perth, Scotland.
■ I want to swop *Spitting Image, World Games* and/or *Gauntlet II* for your *Running Man, Arkanoid II* or *Treasure Island Dizzy*. Contact Paul Hickey, 48 Burnham Drive, Worcester Park, Surrey KT4 8SF or telephone 01 337 7270.
■ For sale – Speccy games! Send sae for a free list to Mark Cooper, 59 Lonsdale Avenue, Weston-super-Mare, Avon BS23 3SG.
■ For sale – *Roadblaster, Leaderboard* and *Firefly* for £7.99 (all). *Gryzor, Level 5* and *Barbarian* (Psygnosis) for £7.99 (all). Whole bunch – £15. Phone David after 4pm on 0542 32778.
■ I want *Black Tiger* and *Rock Star Ate My Hamster. (Why?!? Ed)* Swop with *Night Raider, The Munsters, Tiger Road* and *Last Ninja 2*. Cameron Shek, 39 Regent Street, Greenock, Scotland PA15 4PL. Must be originals.
■ I'm looking for *Tasword* and other serious software. Will swop for games. Burkhard Taige, Moorburger Kirchdeich 24, D-2400 Hamburg 90, Germany. Phone 0104940 7402530.
■ I have over 1,100 games to swop. Also desperate for *Fighter Bomber*. Send your list to S Lennox, 53 Main Street, Castle Dawson, Co Londonderry, N Ireland BT 45 8AA. Also want Interface 2.
■ We've gone completely mad! We're selling all our Spectrum software – from just 30p per item! Send sae for catalogue to 4th Dimension Software, 178 Forest Road, Kingswood, Bristol BS15 2EN.
■ Wanted, *R-Type* and *Altered Beast*. Will swop *Time Scanner* and *Power Drift*. Originals only and in good condition. Write to Tom Colton, 5 Woodbine Terrace, Gateshead, Tyne and Wear. Get writing y'all!



■ Wanted – Australian pen pals. You needn't be interested in computers. Send photo if poss, guaranteed reply. Please write to Stephen Lynch, 227 Manchester Road, Nelson, Lancs BB9 7DG.
■ Hello. Is there anyone out there in the world who has a Microdrive +D or Disciple and would like to write to me about anything to do with the Speccy? Roger Brookes, 50 Fox Howe, Coulby Newham, Middlesbrough, Cleveland TS8 0RU.
■ Help! I'm in need of a pen pal – somebody save me! I'm a 14 year old hunk who loves computers, pop music and girls so... pen out and get scribbling to 23 Highermead, Ilminster, Somerset, England TA19 0HW.
■ I'm an 11 year old in need of a pen pal to swop ideas and games etc. Please write to Stuart, 17 Nightingale Close, Larkfield, Kent ME20 6NZ.
■ My name is Gemma and I'm looking for a pen pal aged between 9-12. Please write to me and put your address in. 21 Beaufort Street, Gainsborough, Lincs DN21 2RT.
■ Tall, clever, caring 14 year old, who likes rugby, cycling and horse riding would like a female pen pal aged 13+. All letters answered. Please include a photo if possible. 36 St Johns Road, Chelmsford, Essex CM2 9PE.
■ I'm 18, male and looking for pen pals of any sex, aged 16+, with any interests and from anywhere. So write now (with photo if possible). All letters will receive replies. 17 Brige Street, Barry, South Glamorgan CF6 7LD.
■ Yo! I want some pen pals, male/preferably female, aged 13-18. I'm 15 and I'm crazy for Guns 'n' Roses. All letters answered. Bye f'now! Richard Place, 26 Ormesby Crescent, Northallerton, North Yorks DL7 8RP.
■ I'm looking for a 12-13 year old female Speccy user, willing to swop tips etc. Must be good looking so send me a photo! Write to Chris Emery, 33 Hall Lane, Leyland, Lancs PR5 1YD.
■ Sixteen year old male wants pen pals from anywhere to swop games. Have over 1,000 titles including new games. Reply guaranteed. Write to Harsh S Namdar Manzil, 4th Pasta Lane, Colaba, Bombay.

■ Join Dandelion Adventure! Write to Harlow Sanatogen Posse, 64 Cannons Brook, Harlow, Essex CM19 4EE! Help my house is on fire!! *(Good Lord! Ed)*
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■ *Talisman Of Light* – new PBM. Recruit members for your party, fight hundreds of different characters. Start up £3, turns 90p. Send cash only to J Davison, 30 Clayton Street, Bedlington, Northland NE22 7JE.
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■ Sevey doesn't have one, neither does AB or Jim Steel. From The Moomin.
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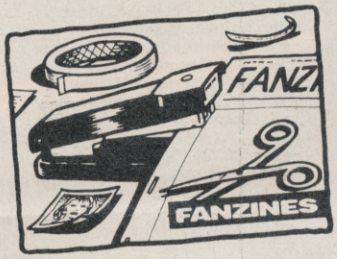
■ My darling Laura. Stop horsing around. All my hooves, Chink XXXX. PS I'm no Jimmy Somerville!!
■ Dear Anne, here's to another 50! Dave.
■ *Death Warz* – new PBM game of death featuring all the latest nuke weaponry. Send sae to John K, 20 Bowfell Road, Mirenhouse W/Haven, Cumbria CA28 8HQ for free details.



■ *Bugchips*! It's cool and it's got the lot – reviews, previews, help, programming etc. Send a blank tape and 70p to Adrienne Nu, Aviemore, Scotland PH22 1RH. First five people to order get a free Bugsoft adventure game!
■ *Pacat* is out now – compos, POKEs, cheats, maps, reviews, previews, plus much, much more. Send stamp plus £1 to Anth at 84 Spalding Road, Hartlepool, Cleveland.
■ *Enigma* – Mike Gerrard liked it! It's SAM, 48K and 128K compatible! Full of interviews, news, competitions and reviews. Issue Five is out now, cassette £1.99. Write to *Enigma*, 15 Westfield Road, Inverurie, Aberdeen AB5 9YR.
■ It's here! The Speccy mag with over 40 tips and 50 reviews. All this for just 50p. Send dosh to Scott Griffiths, 17 Woodstock Street, Hucknall, Notts NG15 7SP.
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■ The craze has started! Buy *The Mag*! Just send an sae and £1 to Simon Jenner, Sorchard Lane, Woodnewton, Peterborough PE8 5EE.
■ Learn games programming on your Spectrum with *Action*, a tape-based Z80 programming tutor. Tapes one and two available (complete beginners). £3 each or £5 for both. N Lewis, 52 Kyle Crescent, Whitchurch, Cardiff.
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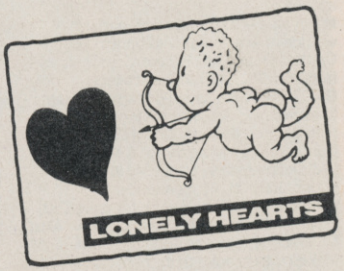
■ *Turbo*, the SAM Coupé fanzine and PD Library, includes news, reviews, MGT interview and adventures. Send sae for info to *Turbo*, 8 Healey, Lakeside, Tamworth, Staffs B77 2RF.



■ Male, 18, seeks female, 14-20. All letters answered. Please send a photo if possible. David Fishpool, 16 Johnstone Road, Newent, Glos.
■ Nineteen year old male seeks female aged between 16 and 20 as a friend or girlfriend. Anywhere near Pershore if poss. Simon Sutton, 200 Farleigh Road, Pershore, Worcester WR10 1LY.
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■ Twelve year old wants sexy 12-13 aged girl, must be very tasty. Please enclose photo with letter to Dean Pointer, 11 Lonsdale Rd, New Rackheath, Norwich, Norfolk NR13 6QW.
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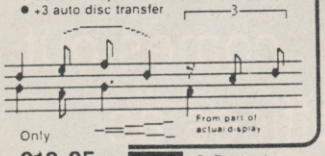

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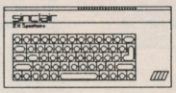

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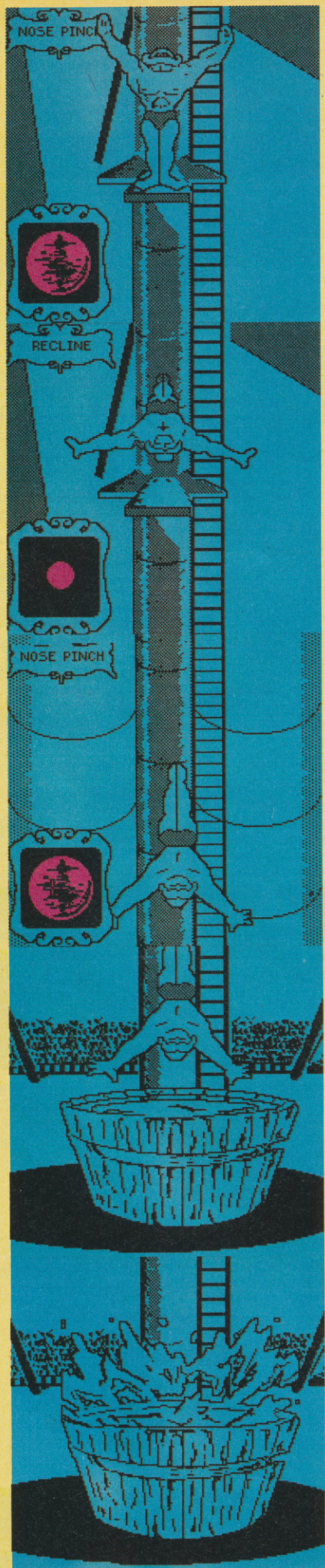

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BIG TOP O

Mindscape/£9.95 cass/£14.95 disk (128K only)

Davey Circuses may well be dubbed 'the greatest show on Earth' but they've hardly inspired many corkeroony Speccy games, have they? (Tynesoft's *Circus Games*? Nuff said.) But (but! but!) things might be about to change, 'cos here, flush from its success on the 16-bit posh-jobs, is *Fiendish Freddy's Big Top O' Fun*. Published by Mindscape, it won awards for best graphics and best ad (!) at the 1989 annual industry dinner, and, what's more, the Speccy version's been converted by Imagitec, the programmers responsible for coding that *YS* Megagame *Times Of Lore* by MicroProse. Sounds promising? Well, here we go...

Flying high through the sky, in her beautiful, beautiful, um, blue bikini, it's the lovely Finola on the trapeze. She'd better watch out though – dawdle around too long and Fiendish Freddie'll cut her ropes, giving a whole new meaning to the phrase 'red carpet treatment'.

Fiendish Freddy is a circus game with a difference. You play the circus owner, trying to put on the show of your life to raise enough cash to prevent your big top (o' fun) turning into a big concrete office block, courtesy of Fiendish Freddy, a wicked property developer. To stop him you need to raise $10,000! This is obviously no mean feat, especially since Freddy (they don't call him 'Fiendish' for nothing!) keeps trying to sabotage your daring exploits!

The game begins with a really nice front end sequence, incorporating both a practice option and the choice of playing either on your own or with up to five mates. Hurrah! Then you're straight into the six sub-games. First off, there's High Diving. Here, you get to spring from progressively higher platforms into progressively smaller water receptacles, performing various bizarre poses along the way! But watch out! You'd better keep an eye on the overhead view to make sure you land in the water or you'll end up feeling like a right old squashed tomato!

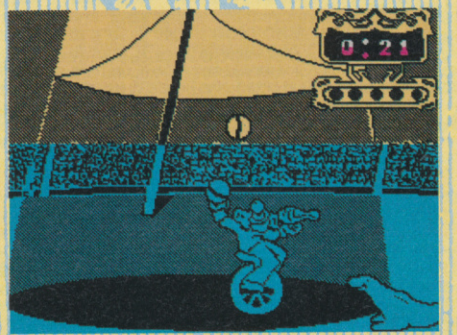
From here you go into the Juggling. This lets you control the unicycling clown, pedalling left and right whilst trying to catch and juggle various objects tossed to you by a seal (!). Occasionally, Fiendish Freddy lobs bombs and babies at you – drop these and you lose the sub-game.

Next you're onto the Trapeze, playing the lovely Finola. You've got to swing to and fro and time your jump between the two swings. Miss and you bite the sawdust. Pause too long and Freddy snips your trapeze ropes! It's murder!

The fourth sub-game is Knife Throwing. Pop the balloons fastened to the spinning wheel whilst avoiding your charming chum (who's also fastened to the wheel). Hit her and you hear her scream. Ouch! And as if that weren't bad enough, Freddy's out to cause mischief again by employing smoke bombs to put you off your aim.

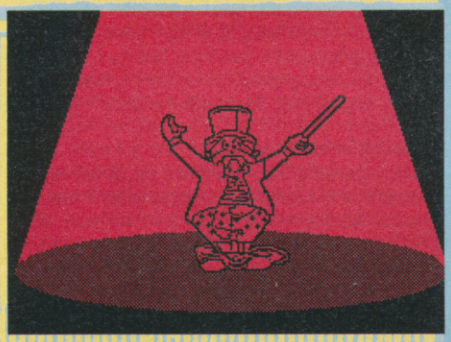
Then there's the Tightrope. Push the joystick forward to walk whilst moving your balancing pole to the left and right as appropriate. And last, but most definitely not least, you play a Human Cannonball. Note the cannon icon in the bottom left of the screen which shows you how much powder's been used up. Then move the trampoline target to where you think you're going to land, press Fire and the barrel starts descending (very quickly!). Press Fire again when you think the elevation is right and you shoot out. If (or should I say 'when') you miss, you're given two more attempts.

At the end of each sub-game, some animated clown judges appear on-screen. They decide on



Eek! Jeffy Joe, the juggling unicyclist, demonstrates to Fergie how not to hold Princess Newguinea... er, Yourgenie, er... oh, I give up.

reddy's O' FUN

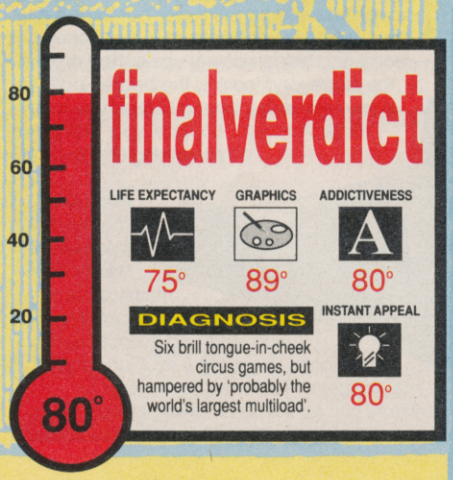


Blimey, looks like the ringmaster and I share the same taste in snazzy boxer shorts!!

the sum of dosh your performance warrants – get $10,000 of course and you've completed the game (either way you'll cue another nice graphics routine).

And, er... that's it. "Blimey, I never knew there was so much in it!" I hear you cry, and of course there's a catch. Yep, it's a multiloader nightmare! The cassette version comes on what looks like a C120, whilst the +3 version comes on two double-sided disks! Mindscape tells me that it deliberately chose this option rather than lose whole chunks of the game and I can see the point, but it's a tad tiresome all the same.

On the whole though I really liked *Fiendish Freddy* – the graphics are brilliant and amusing, there's nice sound, lots of variety and a copious dollop of gameplay. The better you get at the game, or indeed each separate sub-game, the more you'll cut the multiloading to a minimum. Basically, I'm going to mark this one highly, but take that mark as being for the disk(s) version. I fear that on cassette you'll end up spending more time loading *Fiendish Freddy* than playing it (especially if you're crap!).



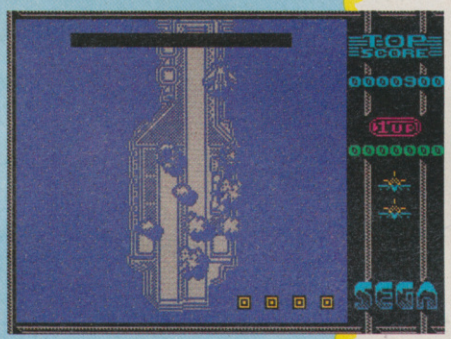
SONIC BOOM

Activision
£9.99 cass/£14.99 disk

Matt (Yawn.) Oh sorry, didn't see you there. I'm afraid I was just dozing off. You see, *Sonic Boom* has to be the most snooze-worthy game I've seen in weeks. It's almost criminally boring. (And at £9.99/14.99 rather criminally overpriced too! There are much more entertaining budget games around, for goodness sake.) But hold on! Let's rewind for a smattering of plot and stuff before we go any further.

What we've got here is a very traditional six-level shoot-'em-up based on a minor (extremely minor) Sega coin-op. It's a vertical scroller, with oodles of enemy planes, tanks and so on coming at you in waves and a giant end-of-level nasty on each stage. Yup, it's just like *1943*, *Scramble Spirits* and a million others (just not as good).

So what's gone wrong? Well, to kick off, it's



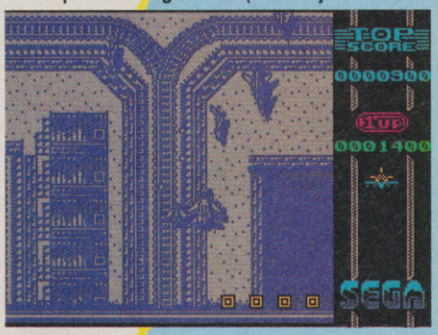
Ya-hoo! The black bar means I've killed the aircraft carrier. Now onto Level Two...

becoming increasingly difficult to get excited about straight shoot-'em-ups any more, even the good ones – there've simply been too many. You need something really special to get a decent review in *YS* these days – an *R-Type* say, or a *Xenon*. And then there's the old problem with vertical scrollers on the Speccy anyway – tiny monochrome planes plus complicated monochrome backgrounds equals total disaster. And *Sonic Boom* is just such a case in point. The unremarkable sprites may be reasonably clear most of the time, but the bullets certainly aren't! For ages I thought I must be flying into some extra-tall buildings or invisible walls when my plane kept blowing up for no reason, but no, Activision assured me otherwise. I just kept getting hit by all-but-invisible bullets, that's all. How frustrating.

As with many of these things, each level has a theme to it – on the first you have to fly over a city, then reach the sea and do battle with a giant aircraft carrier, on the second you cross some pipelines, then take on an oil rig and so on. Submarines, giant dams, even a sci-fi backdrop all crop up sooner or later, which makes it sound like there's a lot of variety. There isn't. This is uninspired Speccyvision we're talking about here, and everything looks practically the same.

Graphics aside, gameplay isn't, perhaps, too bad (in a very samey sort of way). The main point of interest, I guess, is the selection of bonus weapons you can build up (using icons collected from shooting down baddie 'waves'). These take the form of extra wings that attach to the sides of your plane – up to four are collectable, adding such goodies as backwards-firing shots and more powerful smart bombs, the best being a wall of death that crushes everything on-screen.

It's quite a hard game too (and not just because

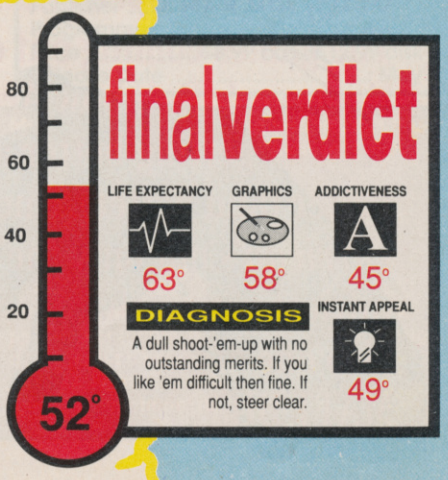


Squint a little and you'll see we've managed to pick up a little add-on plane power-up over on our left wing there.

of the invisible bullets), though probably not quite as difficult as the coin-op version (which was blooming impossible apparently). As such, it might prove quite a challenge to the more determined shoot-'em-upper. Not for me though – I found it a real test of will to keep going past the big aircraft carrier (the first end-of-level nasty). I'd simply lost all interest by then, but persevere I did, just to make sure things didn't suddenly get better. And they didn't. (Honestly, the things I do for you readers.)

So what's it all mean, eh? Has Activision, one of the biggest software houses in the country, nay, the world, suddenly gone terminally crap? Well no, not really. It's just that theirs is the sort of deal-making that buys great big wodges of arcade licences at once, scooping up a few crappish ones that Sega (or whoever) couldn't really have sold otherwise along with the potential mega-hits. All we're doing here, folks, is indirectly paying the price for *Power Drift*.

And so to the conclusion. Um, what can I say? If you really like shoot-'em-ups then you may (just may) get some fun out of *Sonic Boom*. Otherwise, well, I played it on auto-pilot and they probably wrote it on auto-pilot, so purchase at your peril.



TURRICAN

It's getting pretty hard to deny, isn't it, Spec-chums? The games coming out of Germany's Rainbow Arts are just getting better and better (and better). And *Turrican*'s not only the niftiest yet (probably), it's also one of the biggest! MATT BIELBY says "Blimey!"

Erm, blimey! Right, now listen here everybody! *Turrican* isn't the horizontally-scrolling arcade conversion jobbie you think it is – it's, erm, more of a horizontally-scrolling original product thingie. (Much more exciting, I'm sure you'll agree.) And what's more, it's one of the biggest and most colourful original product thingies we've seen since, ooh, *Myth* I guess. Come over here and I'll tell you all about it.

Right, now on the face of it what we have here is a very straightforward shoot-'em-up, featuring a little space-suited chappy running around a series of spooky landscapes, shooting things with his various collectable weapons and generally acting the goat. And, erm, on closer inspection that's exactly what it turns out to be. Not exactly original, perhaps, but it's so big, colourful and packed with incident that we can easily forgive that. Wanna know more? Read on!

What's it all about then?

Well, for what it's worth there's this chappie Morgul, who's some sort of legendary three-headed bloke 'responsible for all the fears and nightmares of mankind' (blimey!). He's been missing for a while but has recently cropped up again to menace the human race, and it's your job to descend into some massive underground complex, search him out and 'settle his hash' once and for all. Apparently everybody will then be able to sleep peacefully in their beds at night. (Hurrah!)

Of course, all this is just an excuse for a shoot-'em-up, isn't it? What're really important are the graphics, the weapons and the gameplay, yes? And guess what? They're what we're going to take a look at now!

***Turrican* – it's absolutely blooming massive!**

Thirteen levels massive to be precise, separated out into five distinct worlds each consisting of two or three individual levels. Fairly large-sounding so far, but to realise just how big it is you have to start playing it – there are well over 1,000 screens to work your way through on the Speccy version, and the map of the whole thing takes up more pages than the Bath A-Z! (Not difficult, I grant you.) Happily, and unlike many arcade adventures/shoot-'em-ups, you're not limited to trudging along in the same direction all the time if you don't fancy it, but have the option to wander off on any number of tangents. It might not get you anywhere (you're bound to meet a dead end pretty soon and find yourself forced back onto the proper route) but there's a more-than-fair smattering of secret bonus rooms and hidden power-ups dotted around the place, and leaving the beaten path for a few moments is bound to lead you to one or two of them. Anyway, your journey will go something like this...

World One

This series of three levels takes place mainly above ground, across ravines, waterfalls and various floating platforms. There are a squillion hidden power-ups available on the first level to prepare you for the arduous slog ahead, often hidden floating in space 'Super Mario Brothers

style'. Try standing on a suitably prominent rock or platform and waving your 'Megablast' about (oo-er). More than likely you'll luck upon something.

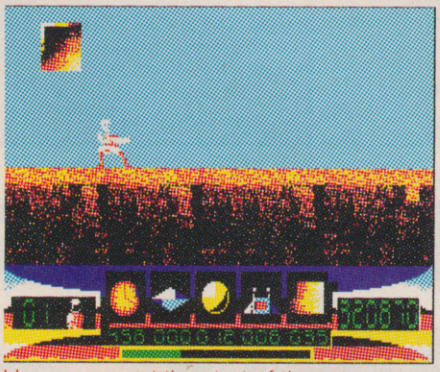
What else do you get in this section then? Well, on the second of the levels a giant armoured fist bounces around trying to squish you, while at the end of the third you have to make your way into the convoluted underground tunnel system for the rest of the game (you'll have to shoot your own entrance though, which may take some doing).

World Two

A-ha! And here we are underground, basically descending down a series of tunnels (one neat touch sees the background get darker and spookier as we go down) past all sorts of nasty stuff. On the first level you have to take out a giant piranha fish (good job it wasn't a candiru or 'willy fish', eh, Spec chums?), while on the second you've got to avoid some semi-intelligent bat-like things hanging from the ceiling and firing (or is it spitting? – I couldn't quite tell) some horrible icky stuff at you.

World Three

Yikes! The further down we go, the spookier it all gets! These levels are heavily influenced by the spooky dead-animal-carcas look from the film *Alien*, packed full of slimey rib-cage-like tunnels and some suitably 'orrible critters. There are bats, rather nicely animated (if 'nice ' is the right

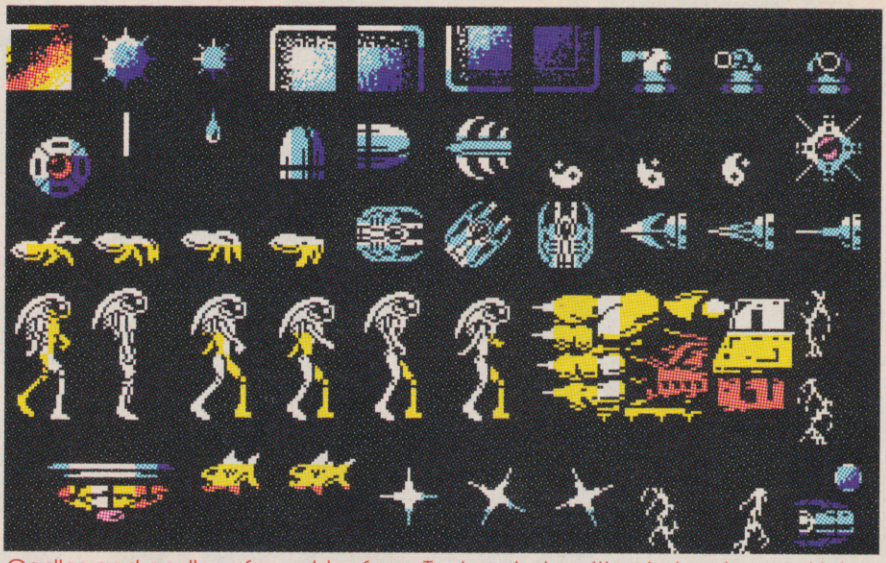


Here we are at the start of the game – not much happening, is there?

word), grasping hand-shaped spiders and some of the ugliest, wriggliest maggots you ever saw. It's easy to fall into a pool of seething greenish parasites at the bottom of the first level (from which there's no escape) too, but they save the real nasty for the second section. He's a giant *Alien* lookalike, with three heads (unlike the movie original) but a similarly bad attitude.

World Four

I'm not quite sure why they saved it for this late in the game, but the levels that make up this world feature probably the neatest visual effect of the whole game – some rather nifty parallax scrolling. *(What's parallax scrolling when it's at home then? Reader's voice)* Well, basically it's the effect you get when the background and foreground images scroll at a different rate from each other giving a real feeling of 3D depth to

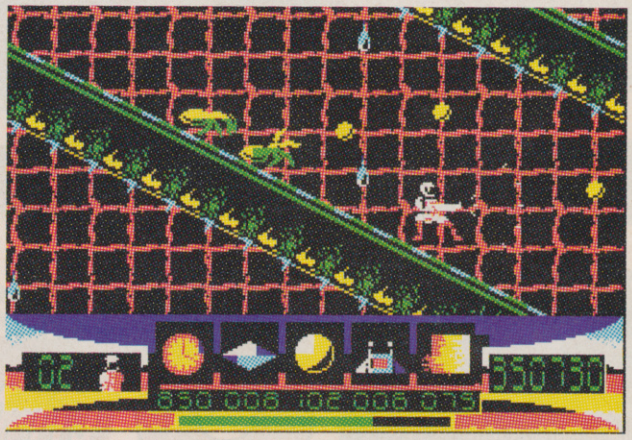


Oodles and oodles of graphics from *Turrican* just waiting to be dropped into place – check out the giant fist from the World One, piranhas from World Two, spiders from the '*Aliens*' bit, and a bizarre 'rasta' monster from later on.

the proceedings. Of course, it's extremely rare on the Speccy, so it's truly excellent to see it here. Hurrah!

What else? Well, at one point they drop you down past some quite spectacular and 'bigger-than-the-screen' mechanical star-shaped things (a sequence for which the parallax scrolling is used to good effect) and later on a particularly nasty monster makes its gruesome appearance. 'He' basically consists of a set of giant mechanical jaws, which get spookily and inexorably pulled towards you on a rewinding chain. Yikes!

There's a rather nifty end-of-level baddy too, which consists of various parts that all sort of whoosh together (rather like the big helicopters in *Silkworm*, if you remember those). All in all then probably one of the most impressive and spectacular sections of the game.



Eek! It's the '*Aliens*' bit! Best prepare for colour overload, Spec-chums!

World Five

Nearly there now, but not before you come across a whopping great maze to shoot your way out of, then face the arch-baddy Morgul.

Didn't I tell you about Morgul already? You know, he's the chap who's apparently 'responsible for all the fears and nightmares of mankind'. Or, to be more specific, he's a sort of cube. There are two heads on the sides of the box which we see in profile and which shoot bullets at you, while the main central one just leers. Eek! (No clues as to what he looks like from the back though.) Get rid of him and you've saved the day.

Rainbow Artists

And who were the chaps responsible for the Speccy version of *Turrican* then? Why, it's none other than our old friends at Probe Software (as you might have gathered since I've mentioned them a couple of times already). Darren White was the programmer, Jason Green the graphic artist, and Jo Bonar the project manager type chappie who got them both together. The team last worked together on the Spectrum version of *Spherical* for Rainbow Arts, and all three declare themselves well pleased with the results you see here. Hurrah!

FAX BOX

Game ..... *Turrican*
Publisher ..... Rainbow Arts
Programmers ..... Probe Software
Price ..... £8.99 cass/£12.99 disk
Release Date ..... May

Turrican Power

One of the great things about *Turrican* is the wide range of weapons you get to use. There are oodles of them! (Well, nine.) And here they all are...

Energy Line The equivalent of a smart bomb, it sends walls of force outwards from the main character, killing everything (just about) in its path. If part of the scenery gets in the way and blocks some of it off the rest will keep going (if you see what I mean).

Laser Fires a long thin beam of force (obvious really).

Giro-mode A weird one this. Exceptionally useful when going downhill into the bowels of the earth (useless for going upwards though – you simply can't), this essentially turns you into a totally indestructable spinning buzz-saw device. Brilliant!

Mines You get three of these (as with all weapons) which you can drop where you're standing, then run away before they explode.

Megablast Like a giant light sabre, this is upgradable to a truly humungous length by collecting power-ups.

Grenades These fire forwards in a straight line as opposed to a sort of lobbing movement (more like rockets really).

Ordinary Shots You start off with a single peashooter jobbie, but soon get a triple-firing device (which spits bullets out at different angles). There's even one that fires in six different directions! (Blimey!)

1

ST FORMAT GOLD

Rainbow Islands
from Ocean

This follow up to Bubble Bobbie looks set to be as much of a hit as Ocean's last cutesy game, New Zealand Story. It combines colourful visuals with frighteningly addictive gameplay, with the result that you end up with one hell of a game.
Graphics have been downloaded from the original arcade version and the moves are just the same. Lead Bub and Bob to the top levels by firing rainbows into the air and then climbing them. When you reach the top of a platform, you can collect thousands of bonus points. There are seven islands to complete, each one more challenging than the last.
"Graftgold's ST Version of Rainbow Islands is one of the best coin-op conversions to have appeared in along time" Maff Evans, ST Format

Rainbow Islands		PRICE	CODE
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Amstrad CPC	Disk	£14.99	BF833AD
Commodore 64	Cass	£ 9.99	BF834CC
Commodore 128	Disk	£14.99	BF835CD
Spectrum 48K	Cass	£ 9.99	BF836SC
Spectrum +3	Disk	£14.99	BF837SD
Atari ST	Disk	£19.99	BF838ST
Amiga	Disk	£24.99	BF839AM

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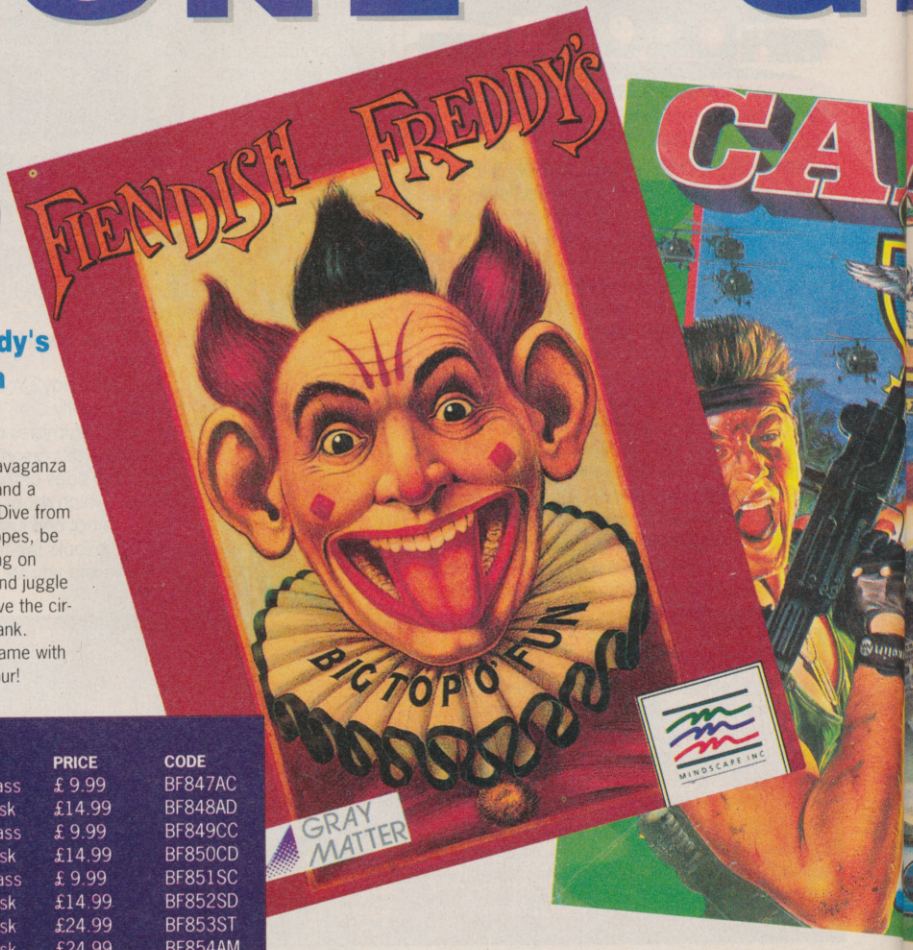

Fiendish Freddy's Big Top of Fun
from Mindscape

Mindscape's circus extravaganza brings you thrills, spills and a whole barrel o' laughs. Dive from high-boards, walk tightropes, be fired from cannons, swing on trapezes, throw knifes and juggle in a desperate bid to save the circus from the big bad bank.
An original multi-event game with a wicked sense of humour!

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Amiga	Disk	£24.99	BF854AM

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Black Tiger
from U S Gold

US Gold have had major hits with Strider and Ghouls 'n' Ghosts. Now comes their latest horizontally-scrolling action game, Black Tiger.
In a similar fashion to Ghouls, the objective is to charge through horizontally-scrolling levels, climbing ladders and following red arrows to the end of the level. Along the way, fight ugly gargoyles, snakes and even deadly orchids using your powerful weaponry. When the going gets tough, disappear inside the shop, pick up some extra weapons, and go out for another merry blast.
If you're a fan of horizontally-scrolling action games, you'll love this one.

Black Tiger

		PRICE	CODE
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Amstrad CPC	Disk	£14.99	BF841AD
Commodore 64	Cass	£ 9.99	BF842CC
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Spectrum 48	Cass	£ 9.99	BF844SC
Atari ST	Disk	£19.99	BF845ST
Amiga	Disk	£24.99	BF846AM

ET ONE FREE!

4

Cabal from Ocean

Go crazy in cartoonland with Cabal. A lone trooper, he's dropped behind enemy lines and must fight his way back home. Level after level must be cleared of buildings and bad guys with machine guns, grenades and bazookas. It looks like Operation Wolf for the under fives but plays like a vet.

Cabal

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YS 06/90

- SHOCKS

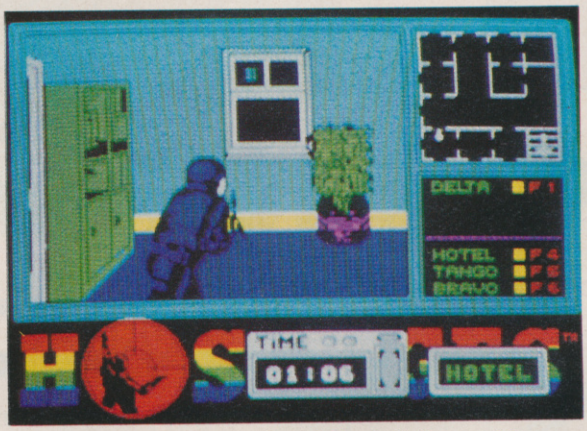
Yikes! We've run out of space and there's hardly any room left for Future Shocks! Boo-hoo! (Don't worry though – next month we'll be back up to full strength with pages and pages of spanking new games.) In the meantime though, feast your mince pies on these...

A couple of the static scene-setting screens from Infogrames up-'n'-coming *Hostages*. Hang about, shouldn't Lewis Collins be in there somewhere?

Hostages
Infogrames

Eek! It's a French game! And we all know what that means, don't we, Spec-chums? That's right – it's going to be incredibly, incredibly weird! Maybe not quite as weird as *Purple Saturn Day* or *Captain Blood* perhaps, but spooky enough all the same!

Hostages tells the tale of an SAS-type siege on an Embassy, but this time (being a French game) the Embassy isn't in London, it's in Paris, and it's the 'State Police Intervention Group' who are making the assault. Gameplay is a strange mixture of strategy and arcade, with the player controlling six gendarmes – three snipers he must position around the base of the building to provide covering fire, then a trio of assault troops which he must drop onto the roof by helicopter.



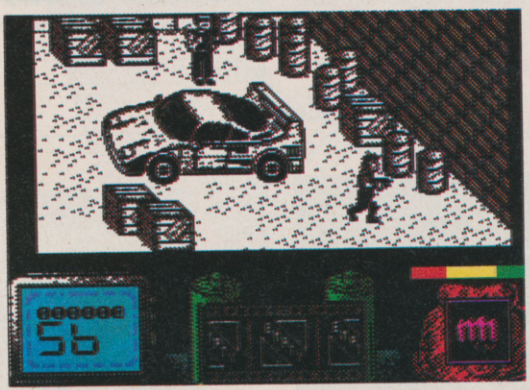
One of your men has entered the building and is about to liberate that potted plant. Note the floorplan in the top right corner, and the locations of your other men (Tango, Delta, Hotel etc are their code names) dotted about the building.

You control all the men at once, so you need to keep a firm grasp on where everyone is and what they should be doing at all times. (It wouldn't be much use having two of the snipers playing *Snifty Snakes* when they should be watching the building, would it?) Beyond this initial scenario what happens is really up to you, though the plan would seem to be to send your men abseiling down the side of the building and smashing in through the windows. (What they find then depends on which window they go in, we suppose.)

Yup, it all sounds like it could be pretty tense and exciting, doesn't it, Spec chums? Watch out for a complete *YS* review any issue now!

Vendetta
System 3

Missing its review in this issue by a mere matter of minutes, we've just got space to show you a quick glimpse of the Ferrari F40 you drive in this latest offering from System 3. Long term readers may remember our (slightly sarky) comments that the blooming thing looked more like a Capri with a boot spoiler when we showed you early screens of the game a few months ago – well, it's nice to be able to say they've fixed it (and we were wrong, hem hem). By the way, the game's an intriguing combination of the normal System 3 'walk about a bit, collect things, beat people up a bit' gameplay mixed in with a *Roadblasters/Overlander* driving shoot-'em-up. It'll be available by the time you read this, and we'll be reviewing it next ish. Can't say fairer than that, can we?



Less like a Capri – the Vendetta F40.

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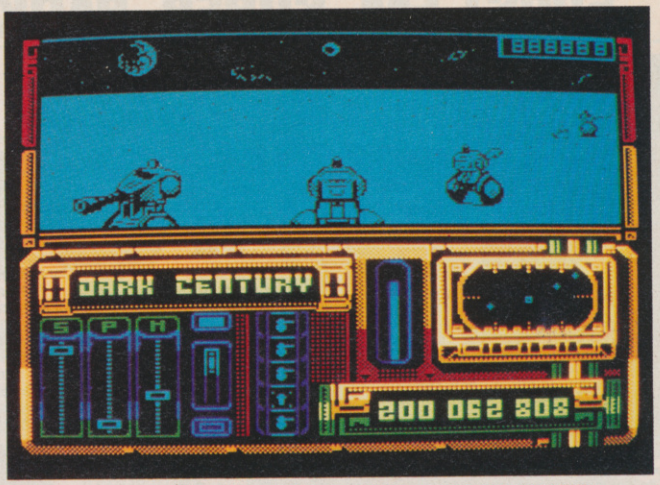
If so, which one do you own? ..... DTP ☐

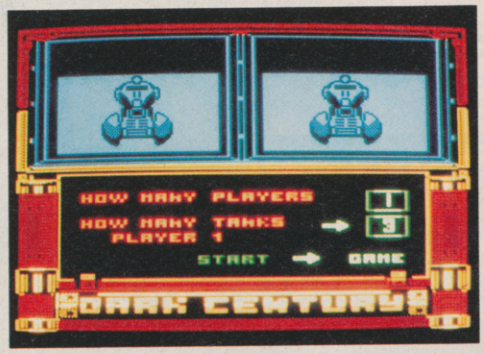
Dark Century

Titus

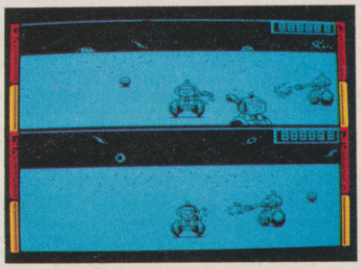
It's been a bit quiet on the Titus front recently, but now they're back (back! back!) with a brand new futuristic tank shoot-'em-up, featuring oodles of the little two-wheeled blighters (up to six controlled by each player) and an interesting option which allows you to program your vehicles! The scenario has oodles of dangerous criminals escaping from their space prisons in a squadron of tanks, while you play the pursuing wardens, though presumably in two-player mode you can both act as crims if you so wish. Gameplay can be similarly tailored – either straight shoot-'em-up with the various bits of heavy artillery blasting the beejabbers out of each other, or a more strategic thing, where the various programmable abilities of your machinery can be used to full effect. You can get one or more of your weapons to act in just about any bizarre way you see fit half way through the game! More details in the full review, which we'll hopefully be able to bring you next issue!



Set on a moon-like planetoid and jam-packed with little 'Transformer' tanks, *Dark Century* is as far removed from a serious tank game as you can get – or so you'd think. Actually, there's some strategy involved.



And here's the selection process. How many players, how many tanks per player, what sort of tanks? (All that sort of thing.)



Here we are in two-player mode, with the little tankettes shooting away at each other. Notice the two different viewpoints of the same action.

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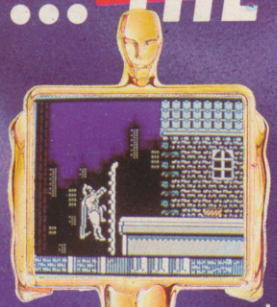

BATMAN THE CAPED CRUSADER

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SIZZLER

A CRASH Smash

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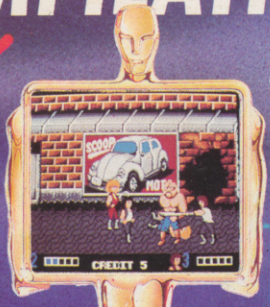
AA RAVE

C+VG HIT!



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